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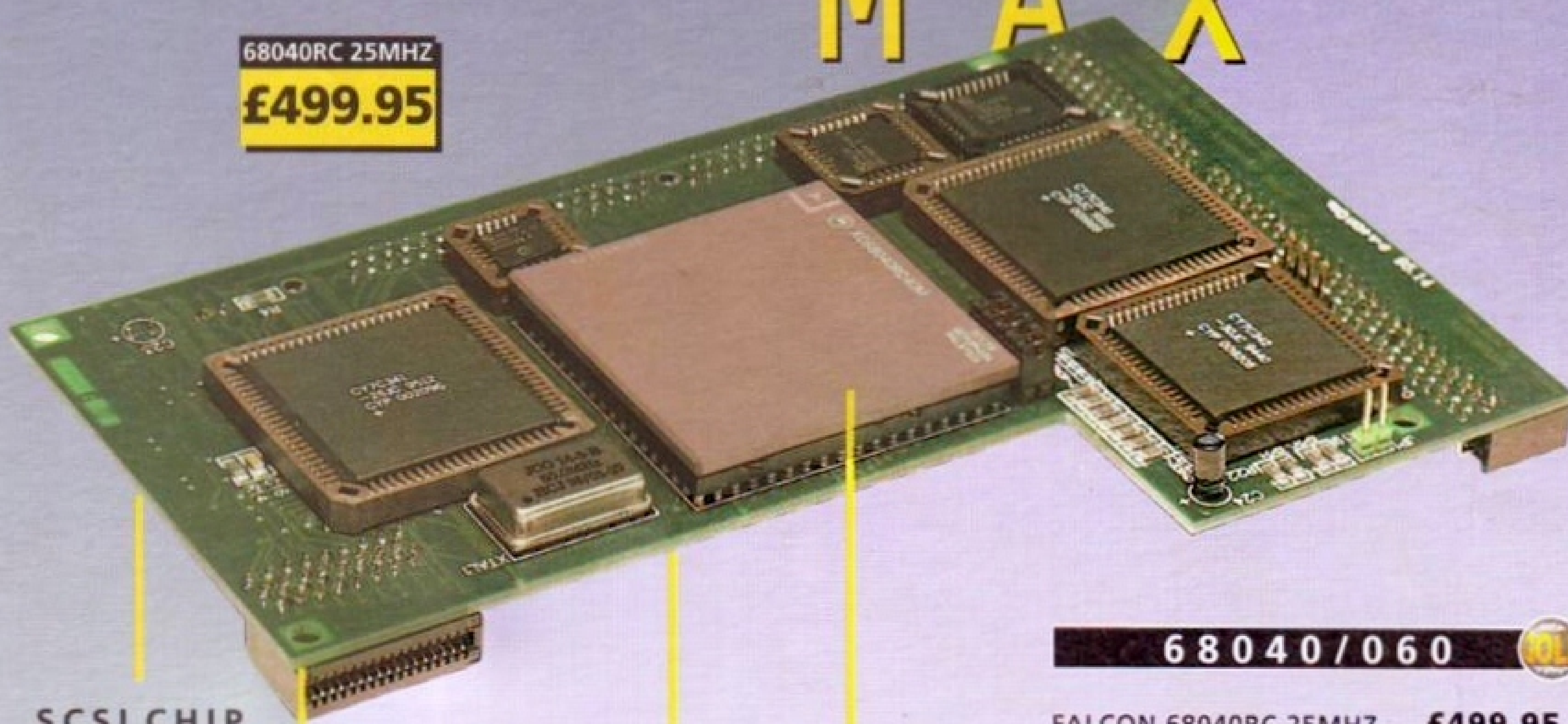
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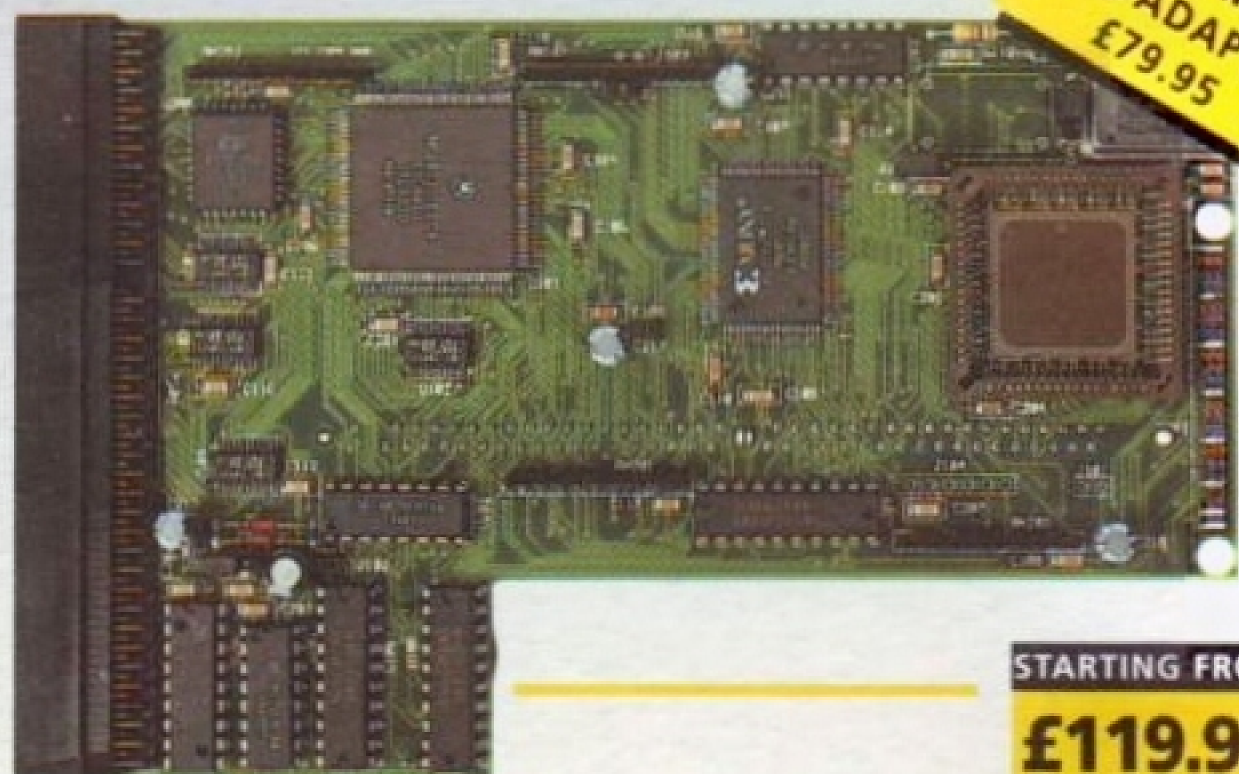
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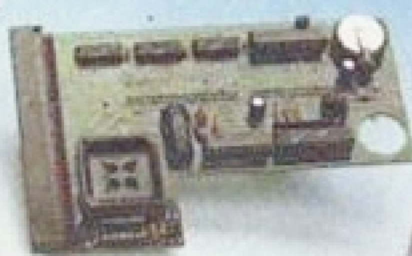
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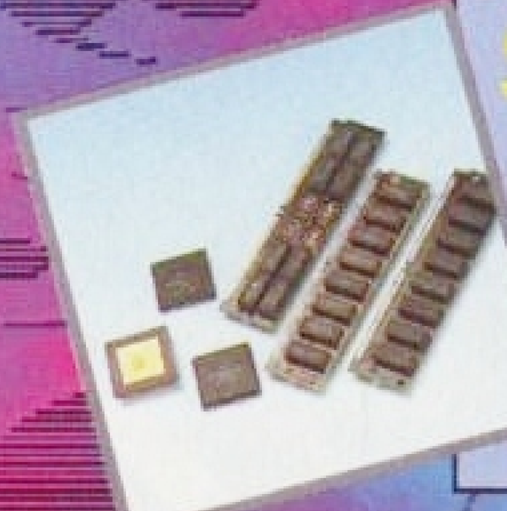
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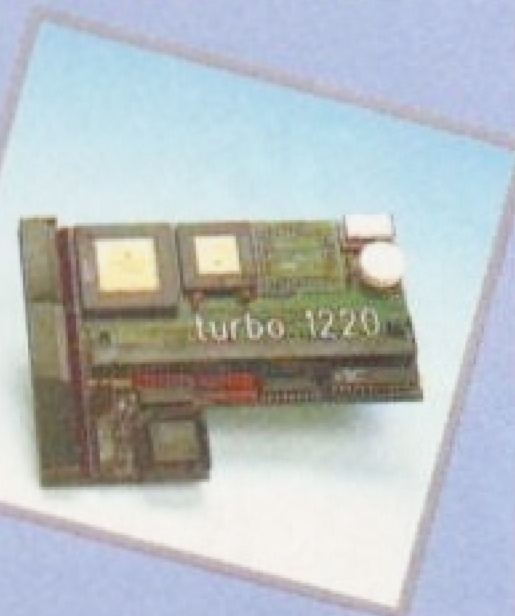
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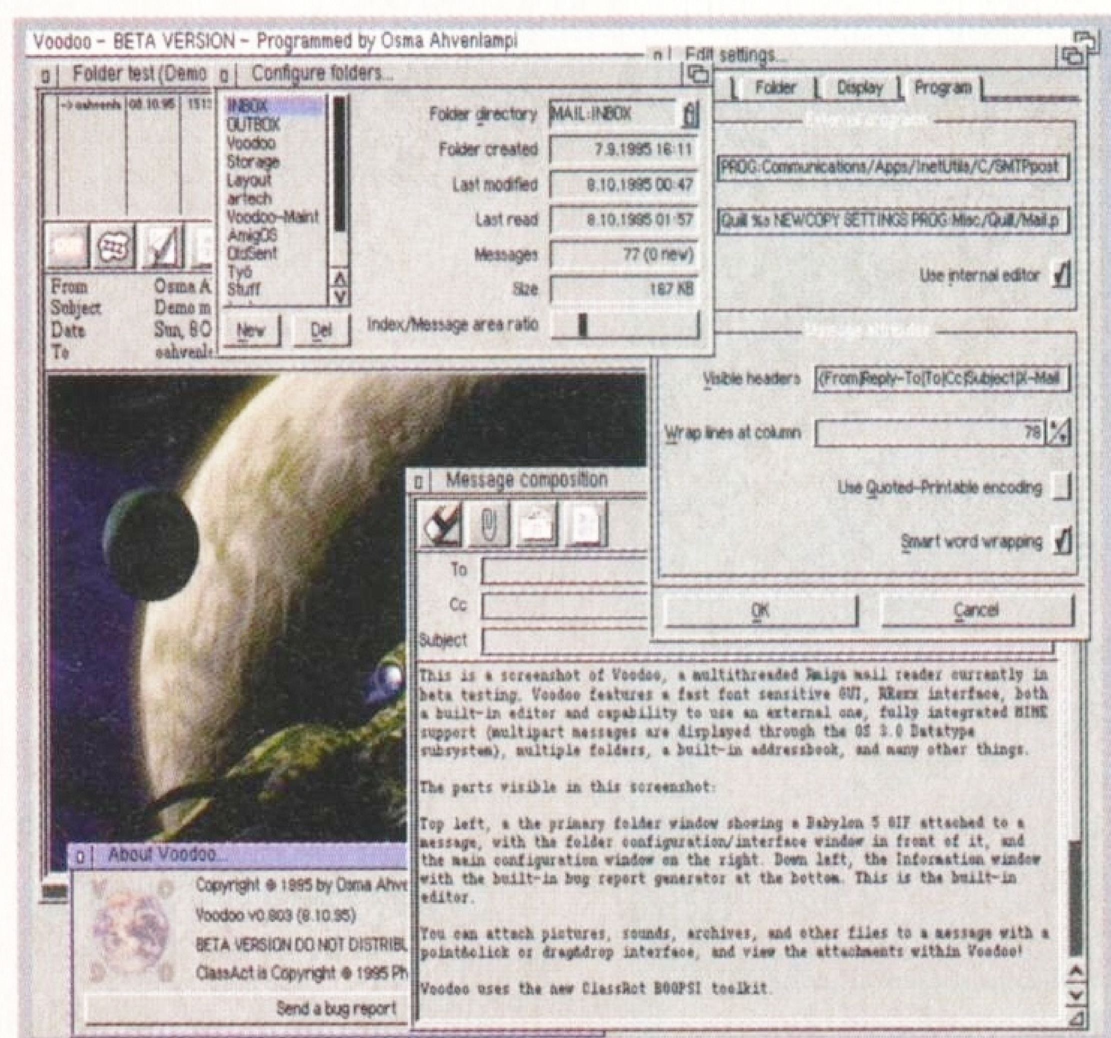
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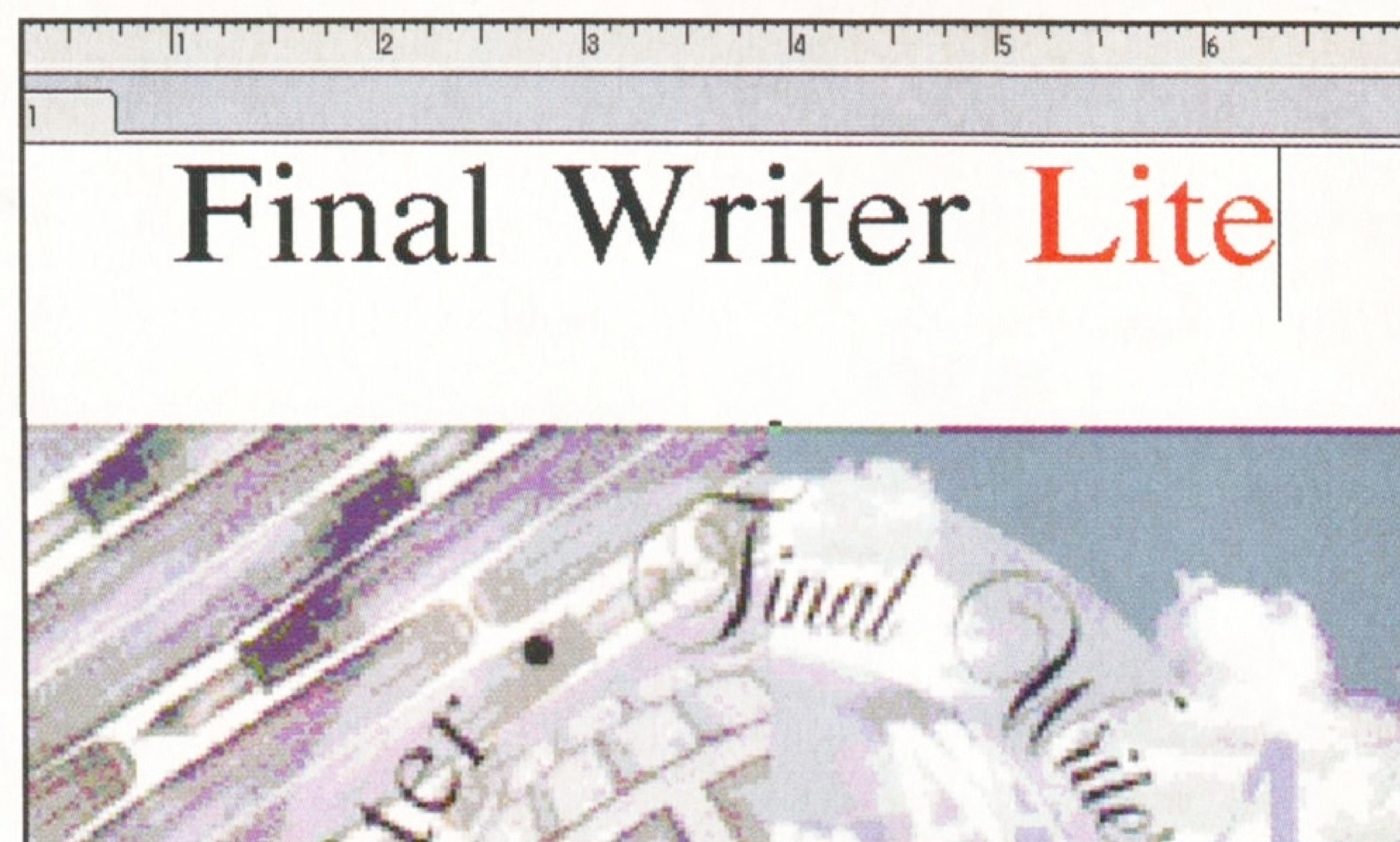


Amiga Tech. launch "net" bundle. page 11

Viscorp tie up licensing deal. page 12

Digita expand their family. page 13

Bit.Movie looms. page 14



Softwood have stream-lined their popular and incredibly powerful word processor. Now we've given you your own copy – find out how to use it with this helpful tutorial.

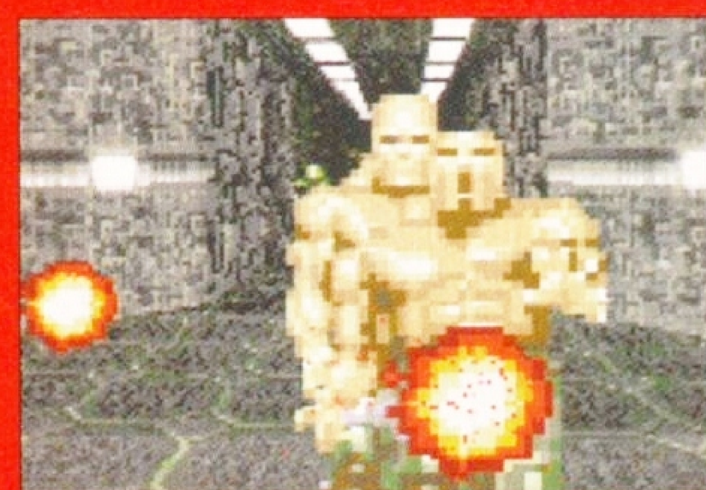
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AF GAMES

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XTREME RACING



GLOOM DELUXE



USM



READER GAMES

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AF SERIOUS

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72 Blitz Basic 2.1 The best-loved development package for the Amiga receives a much needed update, as *John Kennedy* finds out.

76 Multimedia Experience *David Taylor* takes a look at the first new multimedia authoring package to come out in a long time.

79 Personal Suite A CD-ROM full of Cloanto's programs – surely it should be called Cloanto's Greatest Hits?

81 CD-ROM Find out what new CD's are worth buying and which ones you should stay away from.

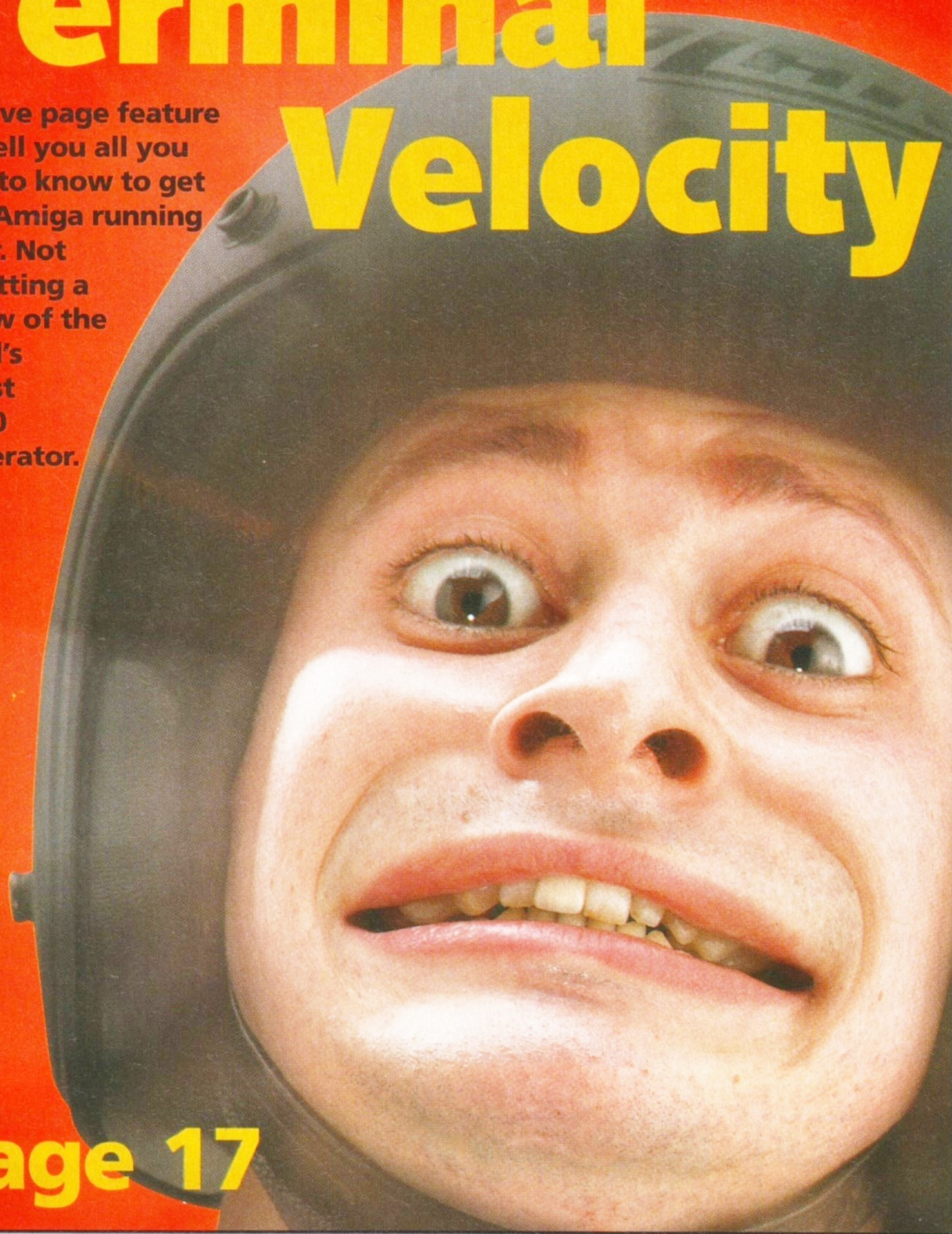
85 Books Join *Graeme Sandiford* as his quest for Amiga knowledge takes him to the bookstore.

86 Digital Universe *John Kennedy* prepares to take his Amiga beyond the final frontier with a brand new astronomy program.

88 Siamese System There were some that said it couldn't be done and others that said it shouldn't, but it has anyway.

96 Real 3D tutorial *John Kennedy* introduces another informative tutorial explaining how to get the most out of the Tools.

106 DTV *Steve McGill* addresses the equipment question in the first of our regular columns on computer aided video.





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To support last month's excellent coverdisk, this issue we begin a new series on developing software using *Blitz Basic 2.1*, which should spur you on to greater things. We also have the review of the full version of the software on page 72.

AF REGULARS

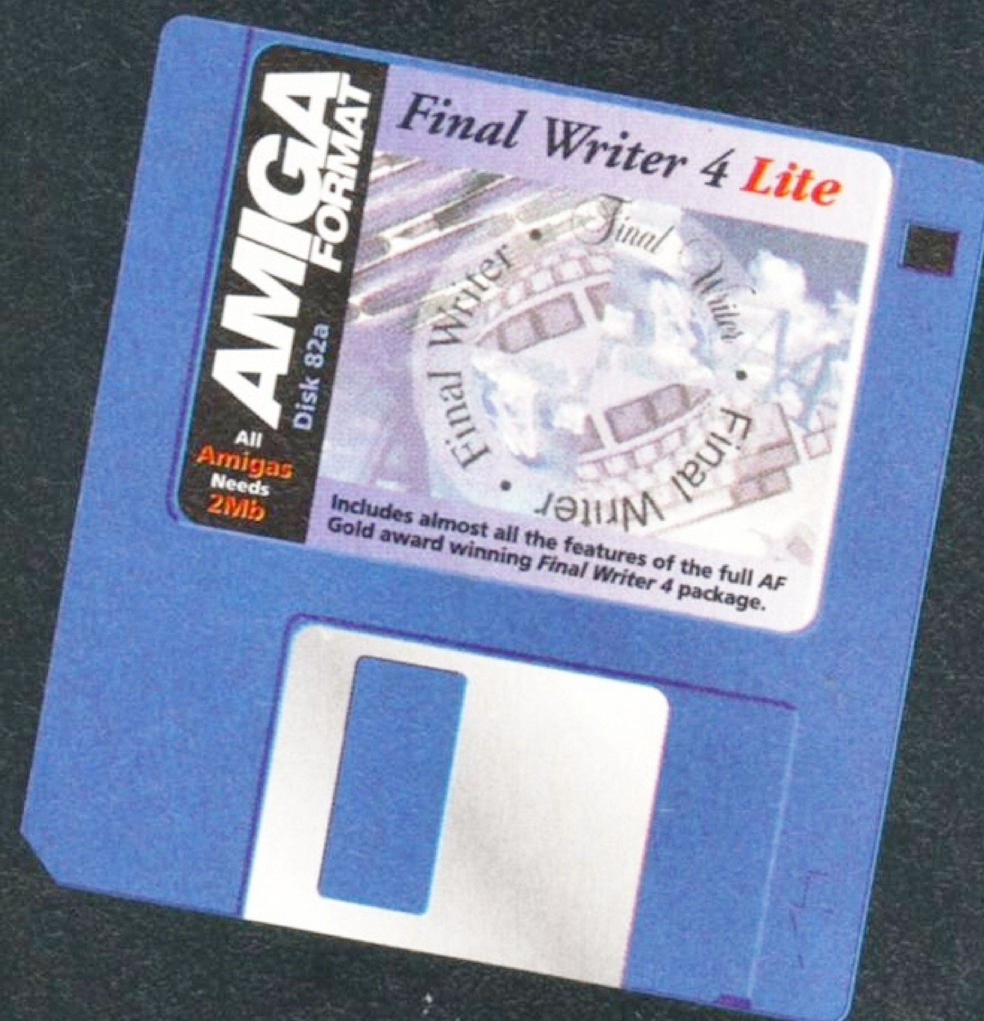
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Coverdisks



Coverdisk A: Final Writer 4 lite

Create your very own literary masterpieces and design all manner of DTP documents with this fully-working version of Softwood's powerful and flexible word processor. **p124**



Coverdisk B: Gloom deluxe

An upgraded, smoother running Deluxe version of the original *Gloom*. If you've got the processing power, you can even run it on non-AGA machines. Find out why the Amiga press loved this game. **p122**

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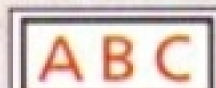
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Month In View

Another month, another opportunity to listen to Nick Veitch tell us all what has amazed him this time around.

Some amazing things have happened this month, and I don't just mean Graeme winning the *AF Sensi Soccer cup* (I still haven't worked out how he cheated, but Liverpool won't fare so well next time, I can promise you that).

Possibly the most amazing thing is that Amiga Technologies have listened to some of the great ideas people have been telling them and are actually putting some into practise. The first of these is the "Surfer" bundle, which is a great departure from the usual Amiga marketing strategy. Instead of being sold as a generic "all things to all people" machine, this particular bundle will be squarely aimed at people wanting to access the Internet.

They have bundled some great looking software with the machine, and things are looking very good. We will be going through the entire pack in the next issue, but in the meantime you can get the details on page 11.

The second surprise is that Amiga Technology is to be licensed to Viscorp, to produce "set-top boxes". Viscorp reckon their experimental revolutionary interactive TV system can't work without the Amiga, at least not at a price anyone would be able to afford. Once again, the Amiga proves it's credentials where it matters – not in a puff of hype, but in real-world applications. We're quite chuffed because, just maybe, they read our forward looking feature on interactive TV back in issue 62, which suggested that the A1200 was an ideal engine for developing into a consumer unit.

I was really pleased to learn about the *Digital Universe* software too. This system has obviously taken a lot of time and effort to create, but it was worth it (see the pic of Jupiter's spot above). It really is a planetarium inside your Amiga. I used it myself to print out maps of the sky when I wanted to observe the Leonid meteor shower – without the map it would have taken me ages to find the right part of the sky to watch.

But I haven't spent the whole month watching the skies. I've also been trying my hand at the rather more challenging *Xtreme Racing*. This is a quite excellent Amiga-style version of the Nintendo classic *Mario Kart*. It is slightly imperfect, but it's still enjoyable to finally catch sight of a lead car and give it a guided missile up the exhaust (especially if it's Steve that's driving it). Graeme has spent all month (when he's not been gloating over his *Sensi* victory) muttering about cloud maps, elevation maps geological surveys and procedural strata techniques.



I haven't a clue what he's on about, but I suspect it has something to do with his exclusive preview of *World Construction Set 2* (see page 71). I hope it is anyway...

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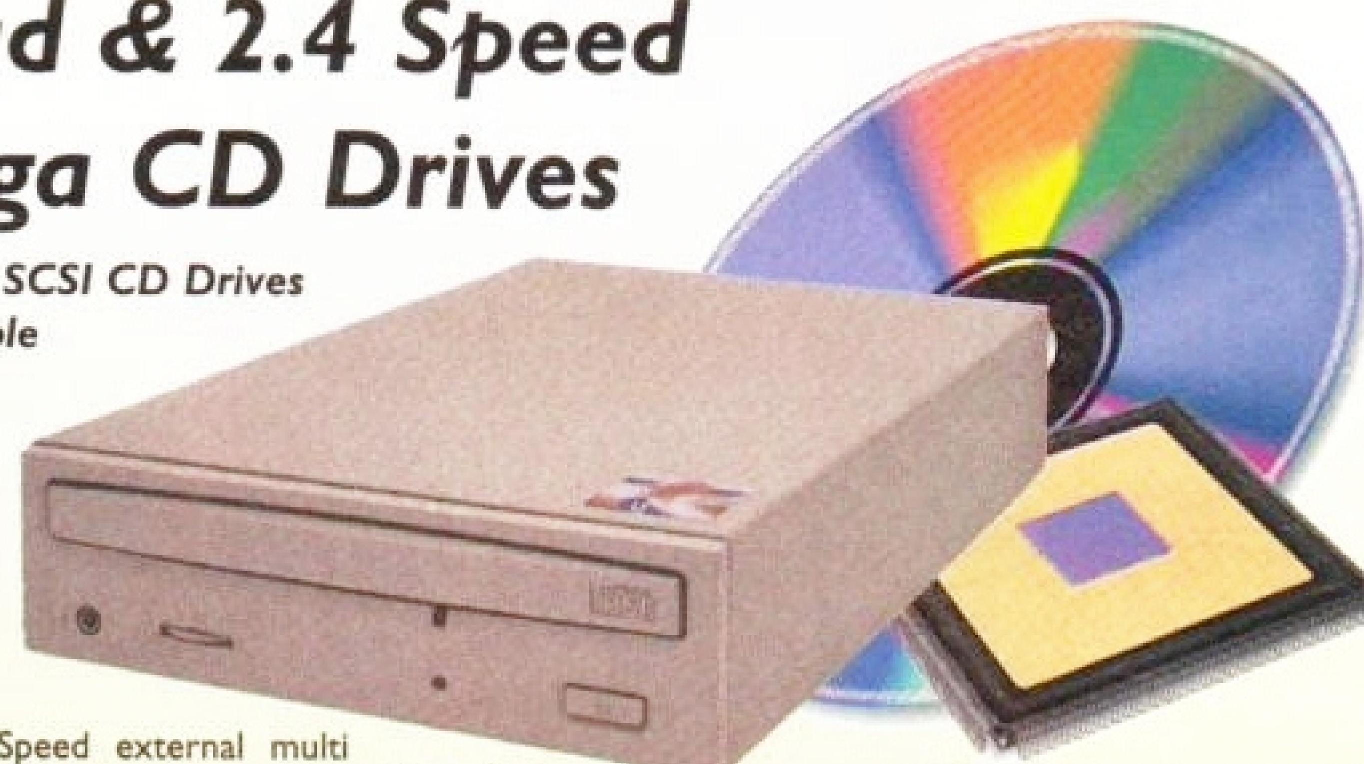
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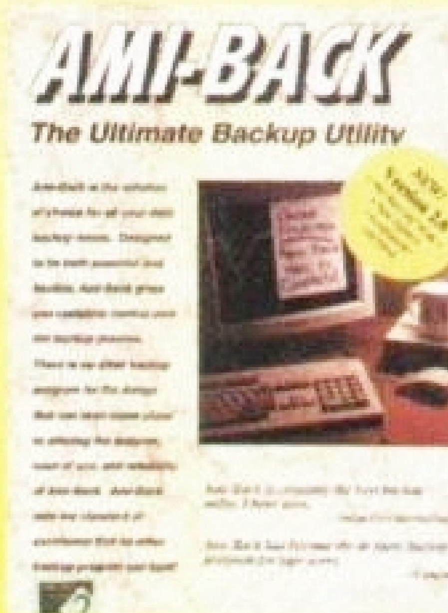
Our Quad Speed external multi session SCSI drives come complete with audio in and out ports, Squirrel SCSI Interface & software ,CD32 emulation, and 12 month warranty. 600k/s transfer rate, 190ms access time.

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AMIGA FORMAT news

- Amiga Tech. address the Internet p11
- Viscorp license Amiga chipset for ED p12
- Net stocks up, manufacturers shed jobs p12
- Date set for the Bitmovie festival p14

The Surfer is go!

Amiga Technologies make bold strides into the burgeoning new Internet market.

Amiga Technologies have reaffirmed their commitment to the Amiga market with the release of a new bundle. Aimed squarely at the "specialist" field of net access, the Amiga bundle is the first ever niche-targeted sales campaign for the Amiga.

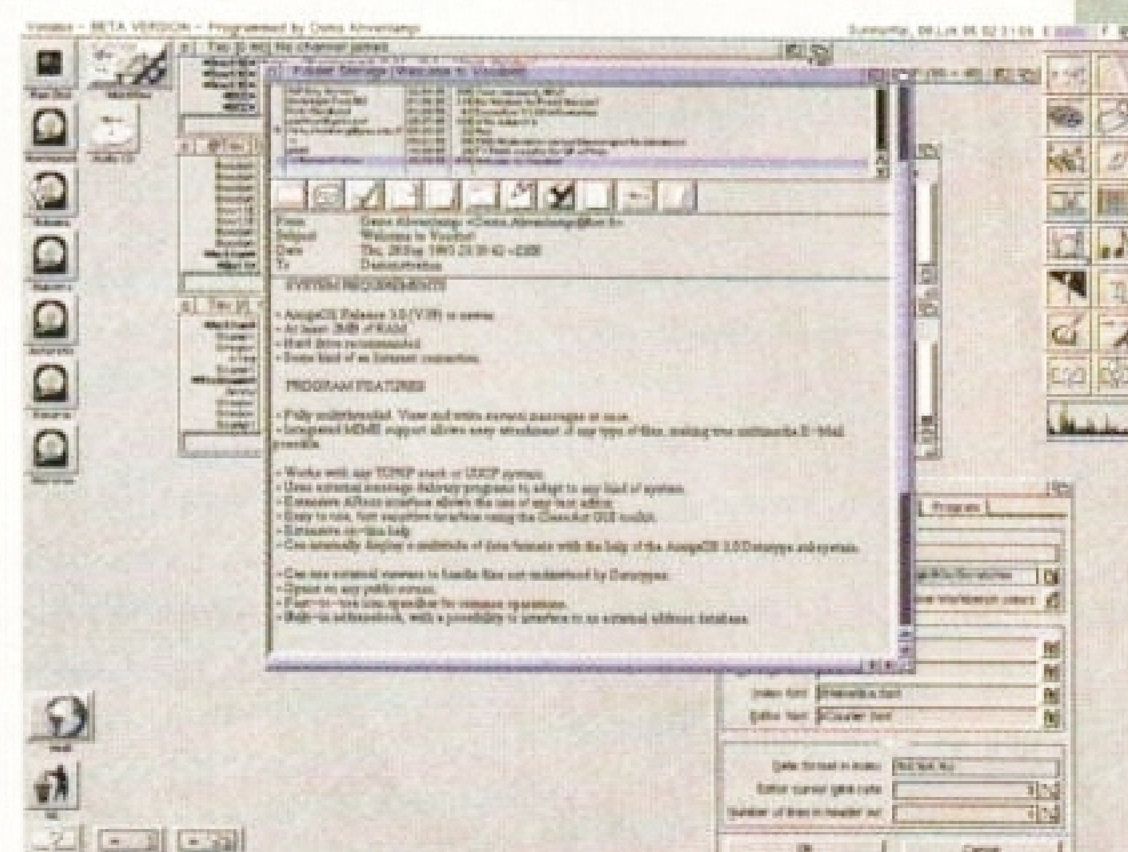
Based around the Amiga Magic HD bundle, it also includes a 14,400bps modem and a suite of six software packages to seamlessly handle Internet access. Even at the price of US$720 (around £470) this is still, comfortably, the cheapest available plug and play bundle.

One reason the Amiga has not, up until now, been seen as a viable, cost effective way to access the Internet is the lack of commercial software. There is plenty of software available in the public domain, but setting it up usually requires some rudimentary knowledge of how the Internet works. The launch of this bundle easily circumvents this obstacle by providing the software in a ready to run state – all that is needed is the number of a local service provider, and a special deal, ironically with IBM, gives all purchasers 100 hours of free connection time.

The software also silences the critics who reckon the Amiga isn't capable of dealing with intensive graphical activity, like browsing on the World Wide Web. The Browser software included can handle HTML1, HTML2 and proposed HTML3 features, plus most of the proprietory extensions created by Netscape.

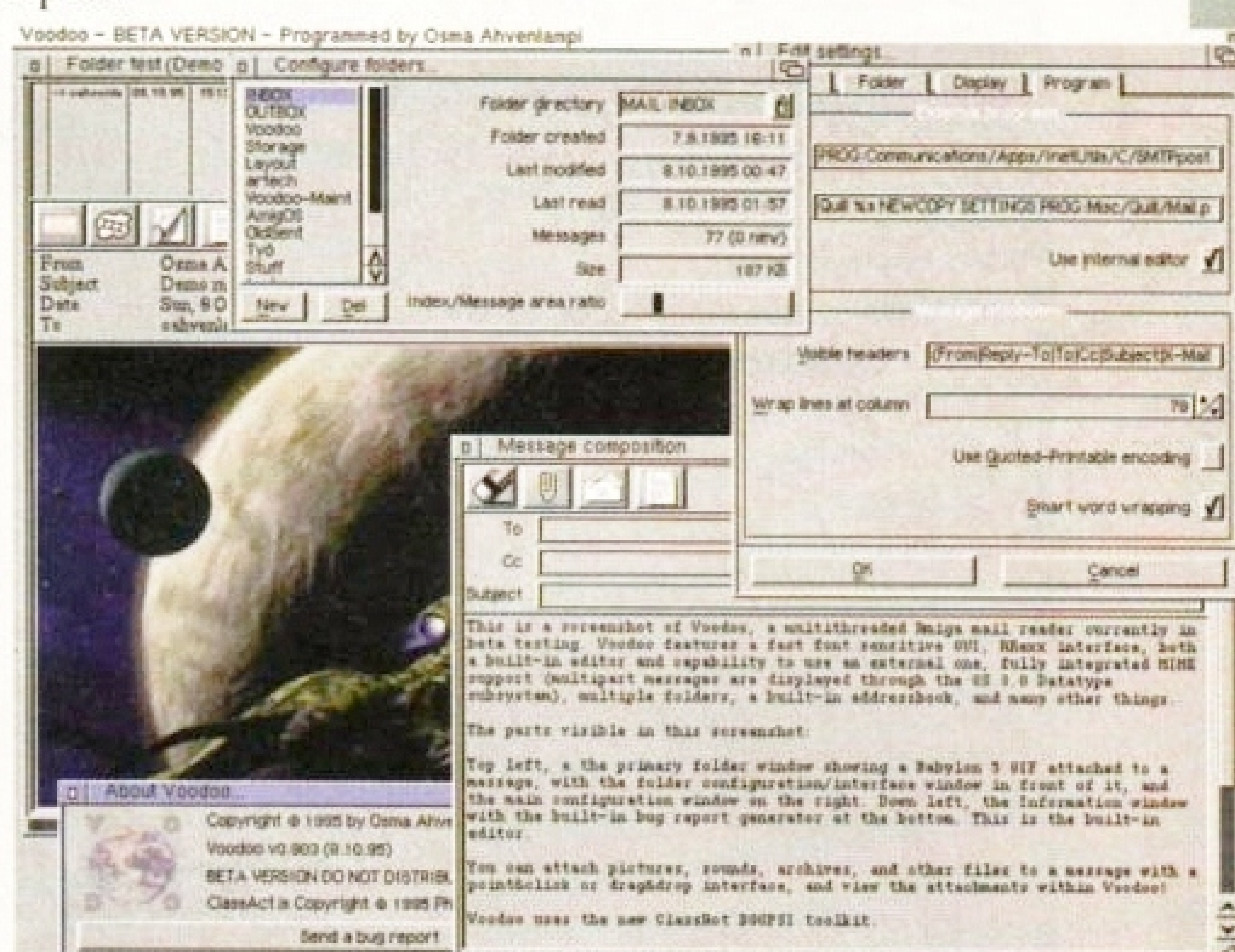
What remains to be seen is how the bundle will be marketed. Although the bundle should have huge appeal to Internet wannabees, unless they know of it's existence, they won't know to buy one. It will certainly need more of a push than the Amiga Magic bundle received and Escom will have to look carefully at the way the product is being handled in their own High Street stores.

The new bundle will shortly be followed by the "surfkit", a software and modem pack for existing Amiga owners, tentatively priced at around £125. A software only bundle is also planned, but no pricing details are available yet.



Above: The email software included in the bundle, Voodoo, is very versatile and supports MIME encoding.

Below: The extensive use of MUI throughout the software allows for highly configurable interfaces.



THE SURF SOFTWARE

MINDWALKER: **The browsing software is the most important part of the bundle, if only because it will always be highest profile. This previously unreleased version of *Mindwalker* (formally known as *Voyager*) is fully compliant with current HTML codes, including compatibility with many Netscape extensions. The programmers have overcome the problems with earlier browsers, and now forms, searches and hotlinks work reliably.**

AS 225 rev2: **This is a completely rebuilt implementation of the AMiTCP software, which deals with the protocols for transmitting and receiving data across the Internet.**

AMIRC: **is Internet Relay Chat client software, allowing the Amiga owner to participate in real time chats and discussion forums.**

AMFTP: **This FTP client works, in conjunction with MUI, as a file manager for transferring software and other files from remote sites to the host computer.**

Voodoo: **An e-mail manager which is the first Amiga package to support the MIME standard for encoded binary files, which means you can send messages with binary attachments.**

MUI 3.2: **The customisable GUI utility which provides flexible, cusomisable user interfaces. Most of the other software was developed using MUI.**

"Instead of worrying about opening Amiga libraries, defining screens and writing file handling utilities you can load and display an image or an animation with a few, powerful commands"
– John Kennedy gets very Blitzed

BLITZ BASIC PAGE 72



The Smith Column



Sometime in January of this year Apple Computer announced job cuts which could put one in four of their current employees out of work and the fact that it was pulling out of the low-end Mac market. "Yippee!" you might think, you might even say it, "that's another mega-corporation biting the dust. More validation for us!". You might even follow this up with an evil cackle as you hunch your back and turn back to the screen of your A1200.

On the other hand of course, this piece of news might knock you back a little bit because you will realise that, with Apple out of the picture, the world is at the mercy of the IBM PC and, perhaps even more distressing, Microsoft and Windows '95.

This in turn could make you fall to your bended knees and beseech the deities as follows: "Why oh why is it that, on a scale of innovation to some old tat that was knocked out to make a quick buck, the low end of the scale always seems to win? What is it about big business that seems to mean that innovation is spoken as some kind of mantra when it comes to selling things, but is used as a strange hippie cousin when it comes to producing the goods themselves?"

The death of the low-end Macintosh has ramifications for the Amiga in that main buyers will not bother looking any further than Acer or... Escom machines. And this, obviously means that more and more people will be pouring into Escom shops with PCs in mind (and even if they don't they will have after five minutes with a friendly salesman). The chances are that the prices of PCs will drop initially in order to catch the people who would have been buying Macs if they were available.

The death of the low-end Macintosh has ramifications for the Amiga in that main buyers will not bother looking any further than Ace or... Escom machines.

Increasingly, you will find that the Amiga will be overlooked in terms of its competitive power because: "Well the Mac failed didn't it? So how can the Amiga hope to compete?" Okay, so this is a worse-case scenario, and I'm feeling a little down in the mouth since (trying to) giving up smoking.

Maybe there are up sides? What are Motorola going to do with all the low-end PPC chips for a start? They are going to have to get rid of them somehow. With no low-priced Macs in the shops (whatever did happen to those fabulously powerful clones we heard so much about in the press?) maybe some people, with limited budgets will turn to the Amiga as the only viable option – although this does rely on Amigas appearing in the shops in the first place, and this means that we have to rely on Escom who have a vested interest in PCs.

I think this calls for some radical action. It's time for Mac and Amiga owners to pool some resources, share some knowledge and ensure that there is at least some competition to the monolithic PC.

Contact Tim Smith on gashead@cix.compulink.co.uk and gashead@team17.com

Bursting Bubbles



As predicted by Amiga Format, the big squeeze is on in the computer and videogame entertainment sectors.

Over supply of product and ever narrowing profit margins have taken their toll on many manufacturers, publishers, distributors and software developers.

Sega has recently announced the loss of up to 50 jobs in its European and UK operation with more job losses expected from its other continental subsidiaries.

Nintendo has already all but closed down its UK base due to heavy losses. 3DO Europe has reduced the size of its European base. Atari have laid off 20 staff, lost their US boss and millions of dollars in the process.



Apple reported losses of $69 million in its first quarter (ending December 29) and forecast further operating losses in the present quarter. Coupled with a $125 million restructuring charge, the beleaguered company expects to lay off one in four of its present employees.

The Dow Jones plummeted165 points on the 9th and 10th January (3.2%), the most severe fall in four years. Leading the fall were technology stocks, Adobe Systems, Symantec, Apple, Motorola and numerous others. Intel suffered a 10% cut in share price as record breaking trading of 68.5 million of its shares on the Nasdaq market took place.

The biggest rises lay in Internet stocks. Netscape, the company which produces one of the best known Internet browsers floated at $28 a share on August 9th 1995 – it presently trades at $145 a share and earnings are 600 times those of 1995.



With the Shadow Heritage Secretary, Chris Smith, pronouncing the Internet to be "as significant as the printing press" there's clearly room for enterprising companies to stake their claim in the imagination of politicians and the general public alike.

The potential markets including education, information, and entertainment are huge. Over £1 billion was wiped off the price of cable company shares when Tony Blair announced in October '95 that, if elected, he would let British Telecom compete directly against them.

The significance of this shouldn't escape Amiga Technologies or Escom. Correctly priced, specified, and marketed, there's a fortune to be made. The Surfer pack is a step in the right direction, but whether Amiga Technologies have the muscle to make it succeed remains to be seen.

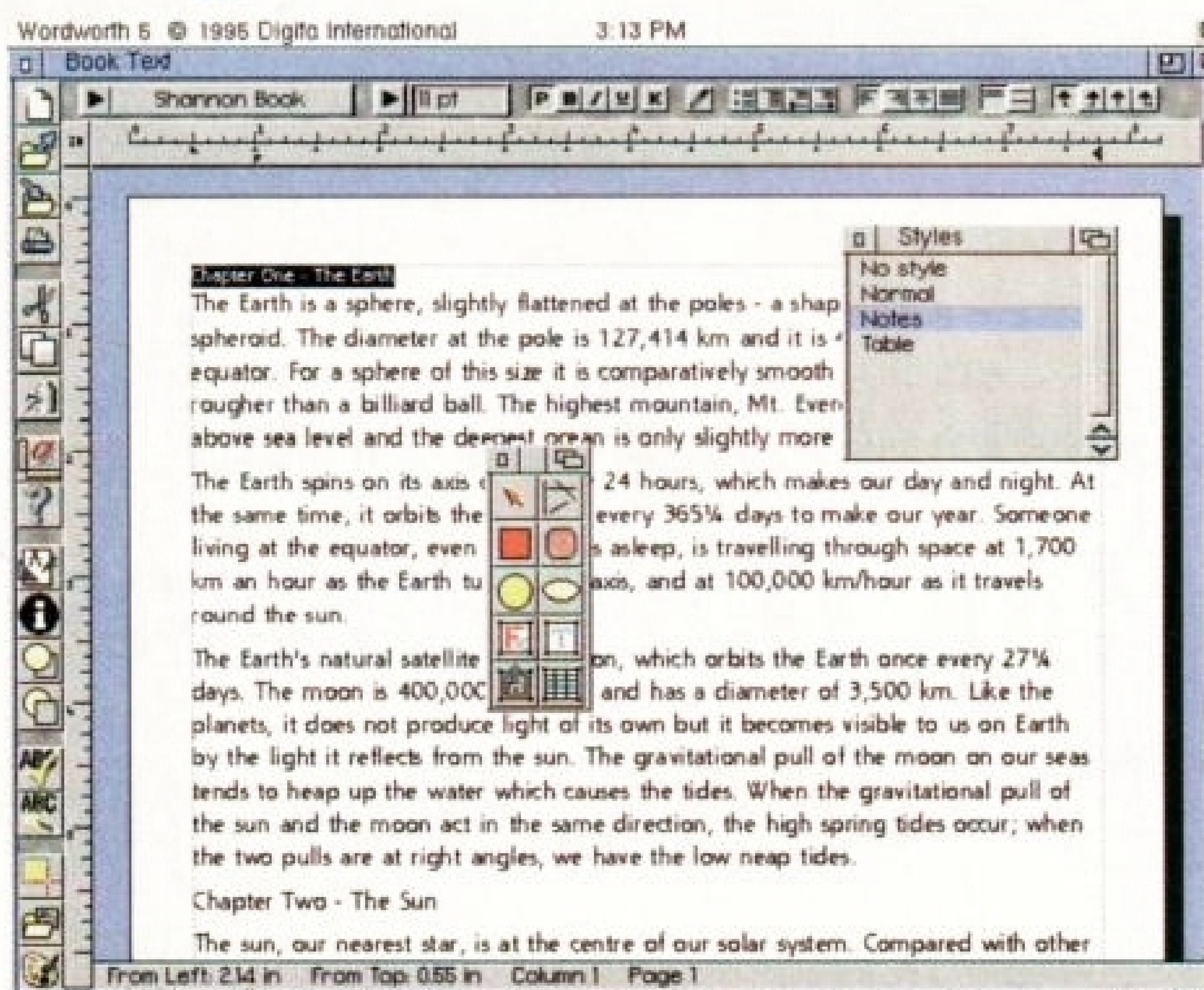
Viscorp first to license

Amiga Technologies have succeeded with another of their stated ambitions – licensing Amiga technology to other manufacturers. The company in question is Chicago based interactive TV equipment developer, Visual Informations Services Corp. (Viscorp).

Viscorp have been developing a "set-top box" unit which will allow consumers to access a whole range of new media experiences from the comfort of their living rooms. The unit, called ED, should provide networked games playing, electronic banking, home shopping and voice "chat" services as well as full Internet access. Viscorp view the Amiga technology as vital to the successful implementation of this unit.

"By employing the sophisticated Amiga chip set, Viscorp will have the ability to provide a complex set-top appliance with multi-tasking functions to affordably integrate the TV set, phone line and network service providers. This ability is not yet offered or available through existing systems" claimed Jerome Greenberg, Viscorp's chairman.

Digita's new family



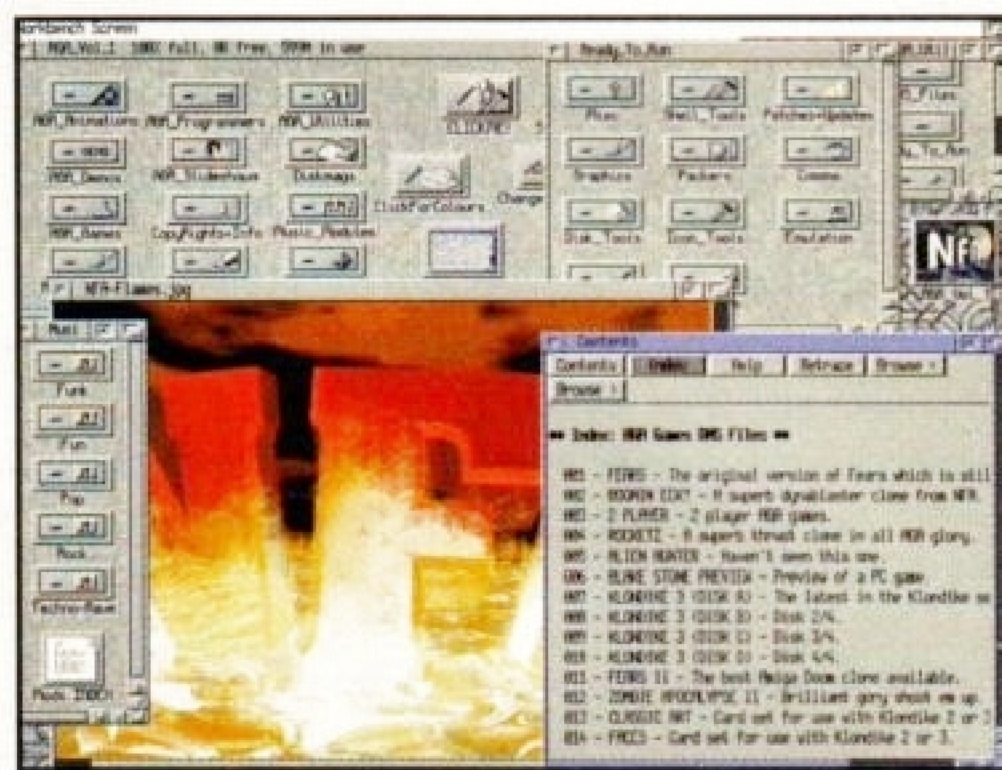
Wordworth 5 now includes an ARexx port – one of the most desired features according to their user research.

After a period of frenetic activity Digita International has made several updates to its popular line of products. The line-up includes *Wordworth 5*, *Datastore 2* and *Money Matters 4* all of which have been improved upon.

Foremost among these is *Wordworth 5*, which has several new features and enhancements. The most notable of these is an ARexx port which not only makes creating your own macros easy, it has enabled Digita to supply a number of "wizards" to help newcomers to word processing get started with the program. As with most other Digita products *Wordworth* now has a Librarian for storing often used text. It also has font effects, style sheets, background printing, new table converting options and a fast HP Laserjet driver.

The other products have been similarly upgraded and you can expect reviews of them other the next couple of issues. If you want to find out more about any of these programs call Digita on 01395 270 273 or email: info@digita.demon.co.uk.

Super CD giveaway!



Over 6000Mb of thrilling experiences for all A1200 and A4000 owners up for grabs.

In a combined promotion with Sadeness PD, we are pleased to be able to offer 10 copies of the smash Sadeness/NFA CD release, *"The AGA Experience"*. The CD contains over 600Mb of software specifically for A1200 and A4000 owners, including loads of slideshows, images, Klondike card sets, games, utilities, demos and fonts.

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The Bradford Column



Even assuming Amiga Technologies do actually release their much-touted CD-ROM drive add-on this year and, perhaps more importantly, an A1200 with CD-ROM as standard, there is a certain amount of scepticism within the trade as to whether it will be a success or not. Retailers wonder who on earth will buy a drive which has no software.

Yes, yes, I know, there are oodles of CD titles, but the vast majority of them bypass the retail channel altogether and are sold direct from the manufacturer to the consumer.

Leaving aside the somewhat dubious trading morality for now ("why should we pass on a cut to retailers?"), it saddens me that so many of these companies seem unable to appreciate the long-term consequences of their actions. Surely having their products on local dealers shelves will:

a) Increase exposure to the public.

b) Help to build confidence in the Amiga market (both retailers and customers).

c) Encourage dealers to stick with the format.

In case you feel that c). is not particularly important, consider this: Who did Amiga Tech. assume would sell most of the 60,000 units earmarked for the UK? Not Dixons, Currys, PC World or Comet but independent computer retailers – in conjunction with Tandy and Escom.

Who did Amiga Tech. assume would sell most of the 60,000 units earmarked for the UK?

Sadly, it seems not enough indies could muster enough enthusiasm to get involved and the multiples concerned had other priorities.

There is a whole bundle of other reasons why so many indies were impervious to the Amiga's charms but one of the objections which could easily have been overcome was the perceived lack of software support from publishers. When did you last see any of Digita's excellent productivity packages on a retailers shelf? Or *Imagine*? Or *Lightwave*? Even *Blitz Basic* originally sold 'off the page', though thankfully it is now available from dealers.

You are obviously aware of the importance of the above titles, but you may be surprised to hear that even some Amiga-supporting dealers would look puzzled if you tried to order any of them through him.

For the long term good of the Amiga market I believe it is essential that 'flagship' products like these, plus everything else still being produced, is at least offered to dealers. Because if they're not selling machines, through their mistaken belief that there is no software support, where are the publishers new customers going to come from? Eh? Eh?

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed here are those of a Welshman who is an ex-retailer, but not necessarily those of *Amiga Format*.

"The reality is always different from your assumptions, and you discover it was a bunch of normal guys all along"
– *can anyone guess what Jason is on about?*

DRAWING A WAGE PAGE 28

niblets

HILLSEA LIDO BY MAIL ONLY

In last month's review of *Hillsea Lido* we neglected to mention that the game was only available by direct mail order from Vulcan. Their address is: Vulcan Software Limited, Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants PO2 7NA. Tel: 01705 670269. The game costs £12.99

OCTAMED SOUNDSTUDIO ON-LINE

As OctaMED SoundStudio nears completion, its creators have gone on-line with a website: http://www.compulink.co.uk/~OctaMED/. RBF Software also welcome questions about SoundStudio and other OctaMED software at their email address: rbsoft@cix.compulink.co.uk.

EXPRESS YOURSELF

If you have a gift for words and an interest in technology, you have the chance to earn some money by writing about what you love. Poetry Now is putting together an anthology of poems entitled *The World of Technology*. Published contributors will be paid and should send a maximum of two, 30-line entries to: Poetry Now, The World of Technology, 1-2 Wainman Rd, Woodston, Peterborough PE2 7BU.

AMOS PRO POWER-UP

Blittersoft are now distributing the AMOS Pro OS Devkit which will provide several extra functions for a cost of £49.95. Some of the features include; multitasking, DataTypes, DOS functions, Workbench functions, Localization and several graphics display methods. To find out more call Blittersoft on: 01908 261466.

3.5-INCH WONDER

A1200-owners who want to fit cheap 3.5-inch hard drives will be glad to hear that HiQ are stocking a new one. The JTS 850 is a slim-line drive that will fit inside a A1200. It's very cheap providing 850Mb of HD space for £199. Contact HiQ on 0181 9092092.

It's Showtime!



The quality of entries is never less than wonderful.

This April, from 4th to the 8th, some of the best computer graphics will be on show in Riccione at Bit.Movie '96. This computer graphics competition is held yearly and has several categories for all types of users and machines. There are five categories in all which include; 2D, 3D, interactive multimedia and VRML.

The show has always been well supported by the Amiga and many of the winning entries over the years have been produced on this machine. Unfortunately the closing date for entries this year has already gone, but the show is definitely worth a look.

Rules are quite simple, you can enter two categories and only Amigas, Macs or PCs can be used. There are also cash prizes to be had as well as the opportunity to thrash PC and Mac animators and artists. You can still enter next year's competition by requesting an application form and rules booklet from: Bit.Movie '96 contest – Via Bergamo, 2 47036 Riccione (Rn) – tel. 0039 541 643016. You can also visit the BitMovie website at: http://www.cli.di.unipi.it/bitmovie.

LightWave 4 Arrives



No really, *LightWave 4* is actually here, the final CD-ROM-only version is already shipping in the States and by the time you read this we will already be fiddling with a copy.

Among the new features the most notable will probably be the addition of inverse kinematics which enables the easy creation of jointed figures or mechanical systems. There is also a new plug-in system enable the addition of fully integrated new add-ons from third party developers.

If you are looking for examples of what can be done with this excellent 3D rendering package, then keep your eyes peeled on Sky One as they will be starting a series of *Hercules and Space: Above and Beyond* in February.

You can obtain a copy of *LightWave 4* from Activa UK & Anti Gravity Products on 0181 402 5770. You may also want to visit Newtek's web and FTP sites at the following locations; http://www.newtek.com and ftp://ftp.newtek.com.



The lights can be made to flash in sequence and everything.

Amiga Format's Top Ten Reasons to buy a... modem

1. You'll be able to set up an E-Mail account. Keep in touch with a global link.
2. Free software availability through access to Aminet and Bulletin Boards.
3. Direct access to Amiga related information and advice. Only a phone call away.
4. You can play network games with anyone in the world. That includes your Gran.
5. Play link option games with your mates. Even in different houses.
6. Increases your contacts and social circle. (You're more likely to meet like minded people)
7. Opens up business opportunities previously inaccessible. Creates advantages
8. Share resources with software developers. Two heads are better than one.
9. Increase the awareness of the Amiga among the On-Line community. The Amiga needs help these days.
10. They're fun, informative, and educational. – That's what Graeme tells his mum.



Netscape is currently the most popular browser in the world, but not yet on the Amiga.

"The aforementioned game managed to underwhelm the industry and the game buying public with its lacklustre tables, non-too-responsive flippers and flaccid gameplay" – *McGill gets stuck in to Previews*

PREVIEWS PAGE 35



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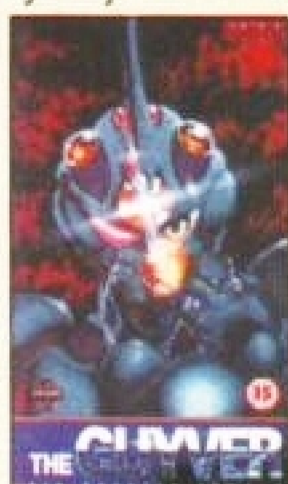
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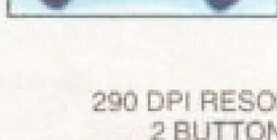
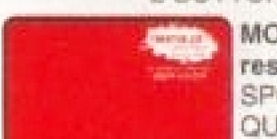
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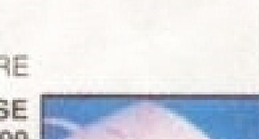
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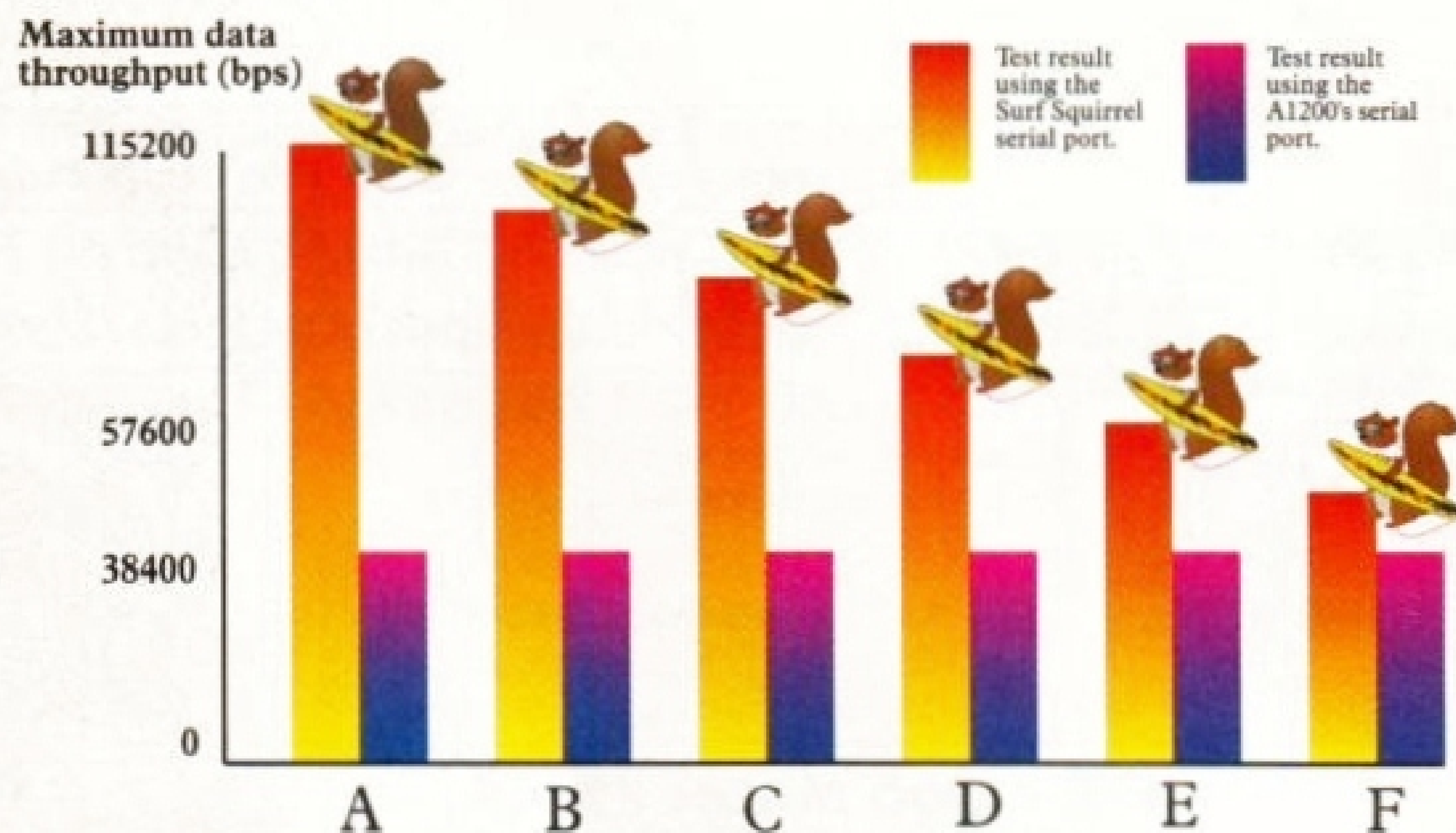
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Terminal Velocity

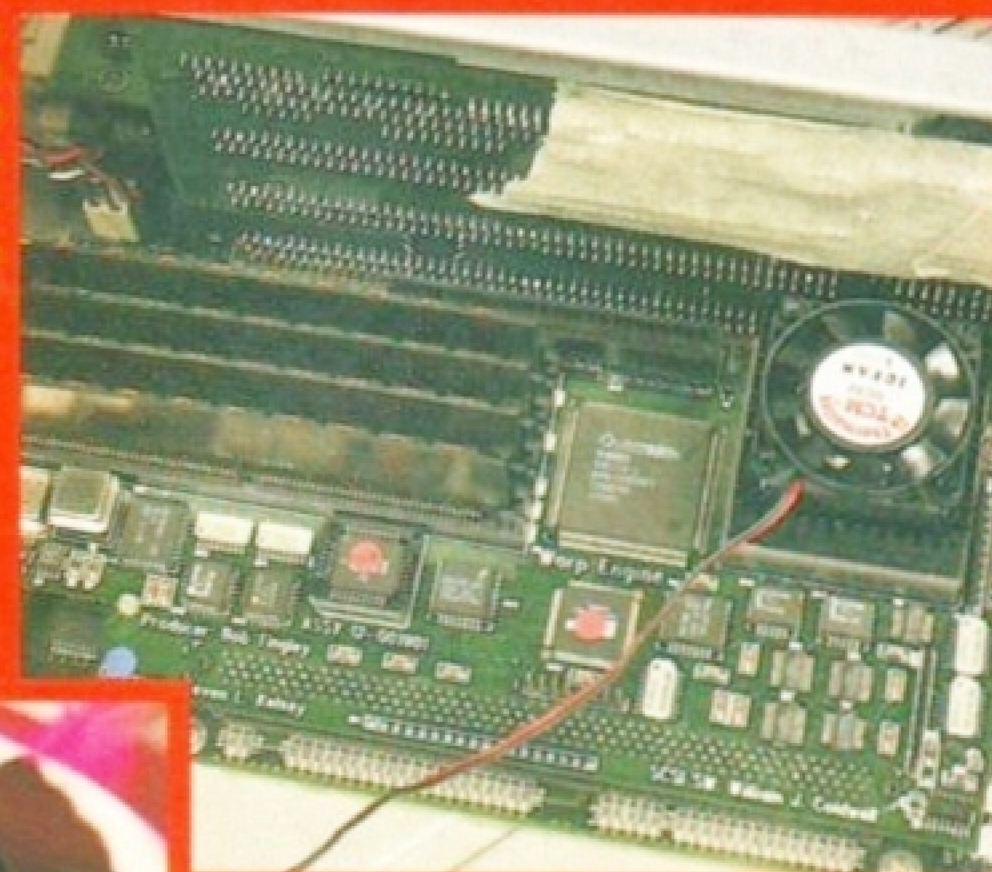
There are some things you can never have enough of. Processing power is certainly one of them, as anyone who has ever played *Breathless* or tried to render a *Lightwave* anim will tell you – join us in our quest for more power...

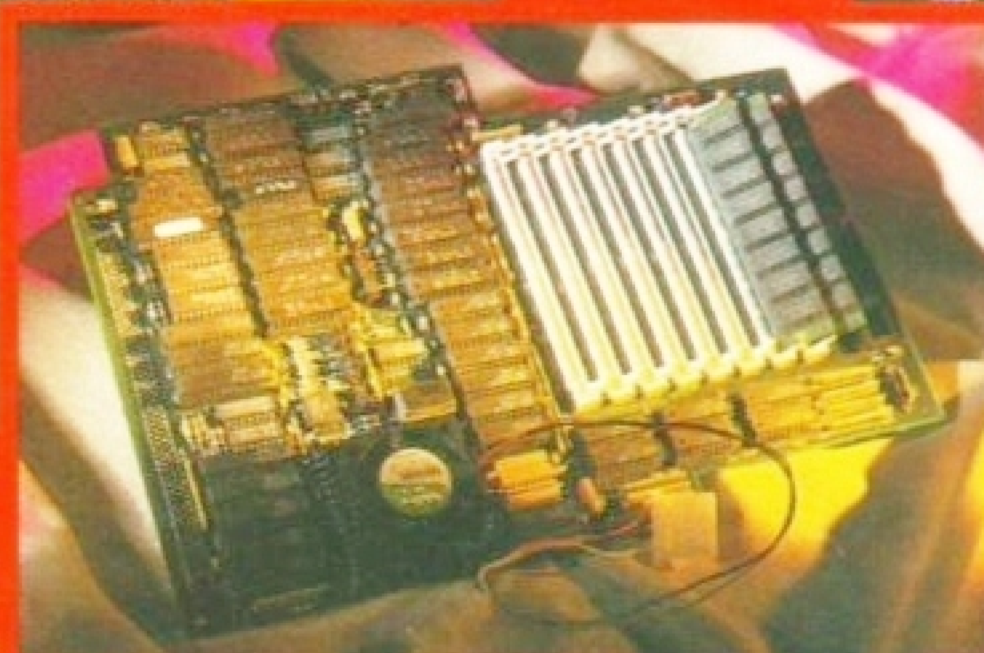
The one major driving force in the computer industry must be progress. However progress is a harsh and demanding mistress and in order to survive computers must become bigger and better or be left on the scrap heap like the Sinclair Spectrum, Commodore 64 and Atari ST. The one common and important factor that all progressive computer platforms share is an increase in speed.

...continued overleaf


Ahh, so many boards to choose from and so little cash.

Will the Warp Engine 040 take your A4000 where no Amiga-owner has gone before?




The G-Force accelerator will give big-box Amigas a big boost.

While knowledge may be power, in the world of computing, power means one thing – speed. Having a faster machine means having a computer that is more powerful and capable of performing a broader array of tasks more effectively.

PC engineers have pushed the performance of machines still based on 1970's technology to an incredible limit. The Amiga is no exception and in the last few years we've seen an increase not only in pure processing power but also the systems architecture.

Well that's enough about market trends, what's more important is how you can make *your* machine faster.

Whatever you use your Amiga for, you will benefit from a faster machine. A sure sign that the Amiga market is picking up is the amazing variety of methods of acceleration. However this makes finding the right option for you very confusing. This feature will tell you all you need to know to make your machine fast enough for your needs whether rendering, image processing or playing the latest 3D-game.

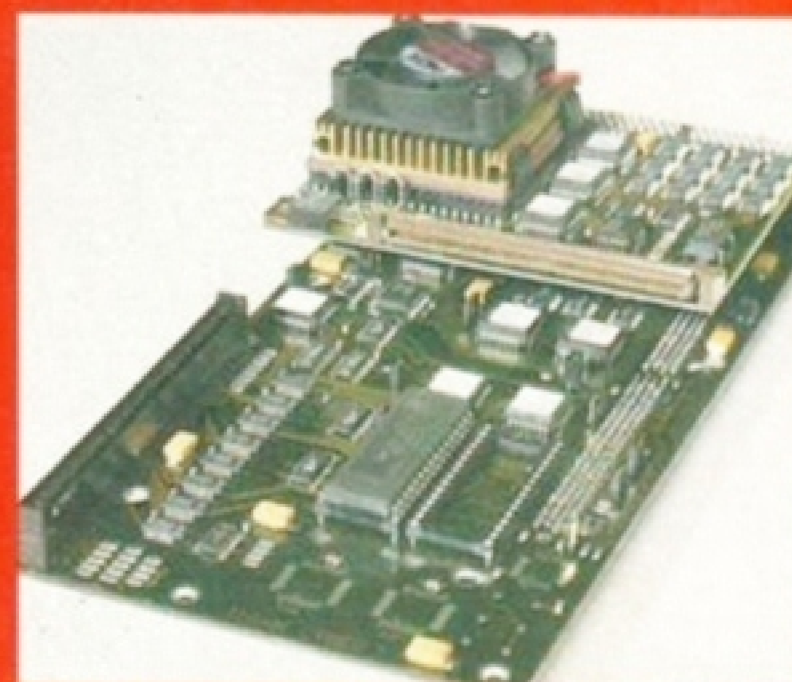
Firstly, you'll need to know more about the Amiga and how it works. A mistake often made when comparing the Amiga with other computer systems is making a direct CPU (Central Processing Unit) to CPU comparison.

QUICK...

Thanks to the Amiga's custom architecture it has several chips to lend it a hand with certain tasks. While the makers of the new generation of whizzo mega-powerful consoles have only recently discovered sharing, the Amiga's co-operative system has gone through several stages of development, the most recent of which is the AGA chipset.

The Amiga's chipset works by dividing tasks between its custom chips and main CPU, but unlike the dedicated 3D, sprite-moving or sound-handling chips of the new consoles, any of the chips can lend a hand with the current operation instead of being able to only perform one type of calculation.

The Amiga also handles its memory in an unusual way. As most Amiga-owners probably know, their machines have two types of memory – Fast and Chip RAM. Although most Amiga-users probably know these names many are still unaware of what they do and how they influence their machine's performance. Whenever your Amiga displays something such as a picture, text or even an empty window on Workbench, it has to be stored in a particular area of the computer's memory – this type of memory is called Chip RAM. In a standard Amiga equipped with the EGS chipset you will have 1Mb of Chip RAM while AGA machines have 2Mb in order to meet the increased demands of their advanced graphics system. With most computer systems like PCs the display memory can only be used for display purposes and cannot be allocated to any other functions including storing data or performing calculations.


This beauty is the original '060-based *Cyberstorm* for the A4000.

THE 68K SERIES

The 68060 is the last in a long line of very popular Motorola processors, which have powered the Amiga since the word go. Here are some other members of the family.

68000 - The original Grandaddy of the 68k processor series, this chip heralded a new age of Complex Instruction Set Computer technology. As well as being able to handle 16-bit mathematics, it even included processor instruction for multiplying and dividing.

It was the fast 16-bit technology which gave computer manufacturers like Atari, Commodore and Apple the power to create a whole new concept in Graphical User Interfaces. The 68000 made the Amiga possible and it is still in service today.

Below: the Motorola '040 – scrummy!





Above: The small, but well-formed 68020 at the heart of the A1200.

68010 – A successor to the 68000, the 68010 provided little more than a marginal speed increase, and set a precedent for future Motorola chip development – even multiples of ten were revolutionary designs, odd ones were evolutionary – basically a clean up of the design of the preceding model.

68020 – The 68020 was far more revolutionary and was up to four times faster than the original 68000. Much of this speed increase was due to more efficient pipework and very fast data and instruction caches, relieving the processor of some of the bottleneck caused by local bus networking.

68030 – Another evolutionary design, the 68030 provided dramatic speed increases over the 68020. More accurate production methods meant that clock speeds could be pushed up to 50MHz, increasing the processing speed still further. Possibly the most elegant of the series.

68040 – Although radically improved, and capable of hitting 20MIPS, the '040 had problems. Changes in cache design made backwards compatibility suspect in many uses, not just on the Amiga. But the speed came at a price. Early '040s were selling at over $1200 dollars – the failure rate and production costs of such precision engineering were in some ways, beginning to outweigh the benefits.

However, while this system is undoubtedly flexible and economic, a machine that is only equipped with this type of memory will have severely reduced operating speeds. Fortunately that is only half the system that the Amiga's engineers designed. The Amiga's second type of memory is called Fast RAM quite simply because it speeds up the operation of the Amiga by allowing Chip RAM to be used exclusively for display purposes. So there's your first tip – the cheapest way to increase the performance of your Amiga is to add some Fast RAM as it will virtually double its speed.

FAST...

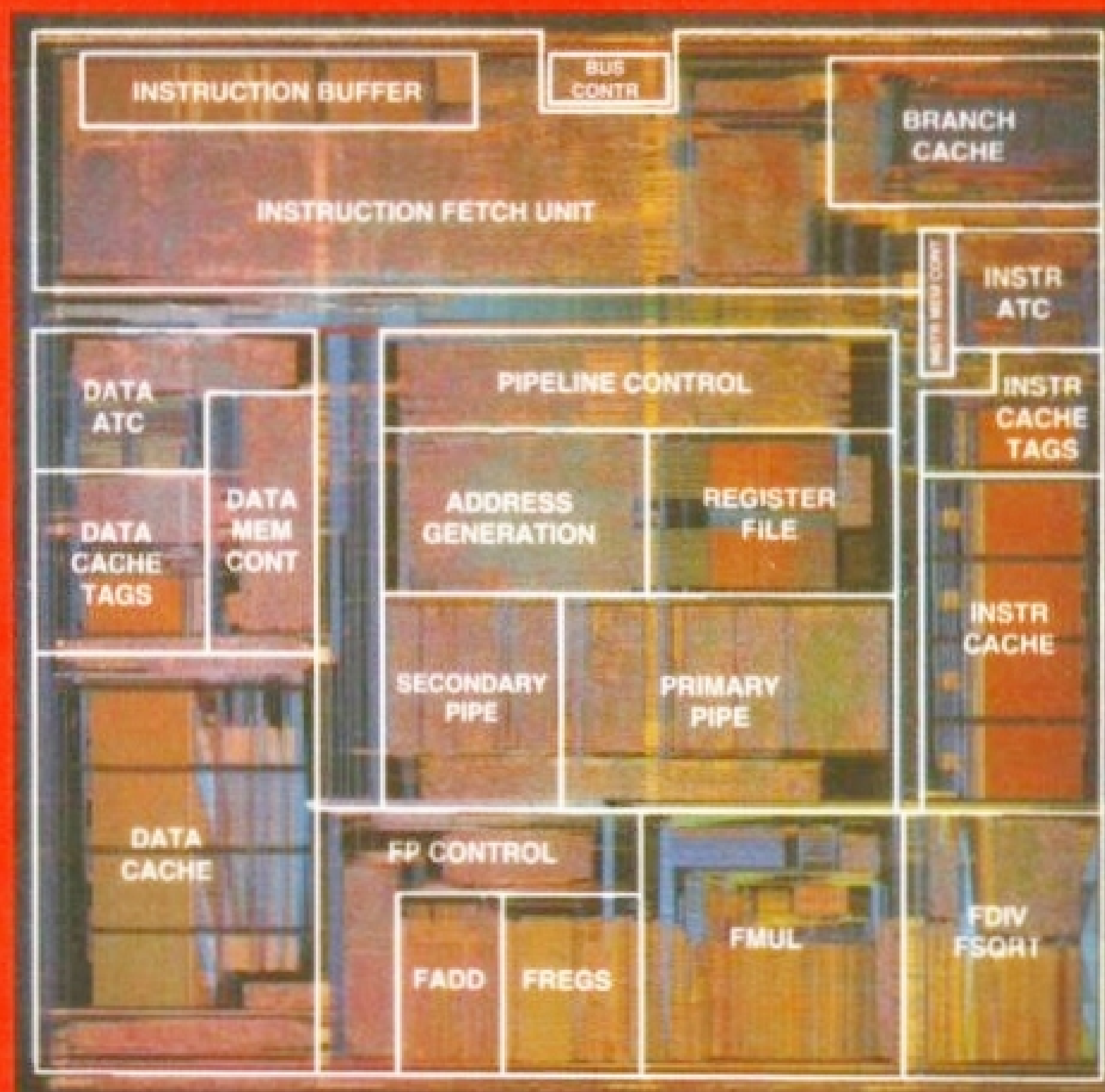
If you are looking for a more dramatic speed increase then you are probably already thinking of buying an accelerator card for your Amiga. Trouble is there are so many to choose from it is hard to know which one is best for you. Firstly, consider what you'll be using your machine for – there is little point in spending over £600 on an '060 accelerator if you simply want to play games. The number of acceleration options means there is bound to be something to suit you.

Games players might consider buying an accelerator card in order to get more out of processor-intensive games like *Breathless*, or *Gloom*. These types of games make extensive use of 3D routines to provide added realism and detail. In order to give your machine's processor a helping hand you might consider purchasing one of the range '020 accelerators for the A1200 that can boost your Amiga's performance by up to 300% for under £200 (including memory).

If you are looking for an accelerator to generally make your machine run faster, while performing relatively processor intensive tasks such as raytracing and general graphics applications, you may want to invest a little more in upgrading to an '030 processor. A fast '030 accelerator will probably have a clock speed of 50MHz which is substantially faster than the standard Amiga's 14MHz. Very often a more accurate means of comparing the speeds of machines is measuring their performance in MIPS which represents the number of millions of instructions per second the machine is capable of processing. An '030 card may give you a performance of just under 10 MIPS which is, when compared with a standard machine's 1.33, quite impressive.

EVEN FASTER...

However if you're really working your machine by performing complicated raytracing projects or even working professionally then you'll want it as fast as possible. Right now the ultimate in high-speed processors for the Amiga is the '060 chip. Previously this power was only available to owners of big box Amigas like the A4000 which have accelerators like the *Cyberstorm*. Now things are set to change with the arrival of 1260 boards such as a the new *Blizzard* board (reviewed on page 21 of this issue) and the forth-coming '060 version of the *Falcon* accelerator. These boards will increase your machine's performance to twice the speed of a standard A4000 '040.



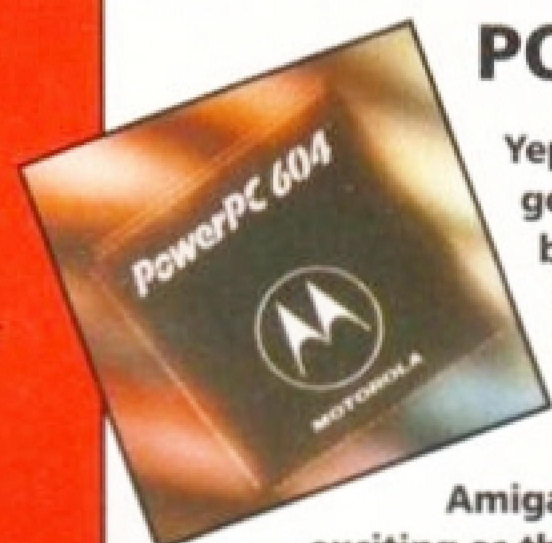
A more unusual view of an '060 processor – nice isn't it?

However, in the computing world there is always a price to pay for progress and more often than not that is incompatibility. Even by upgrading to an '030 you may find problems trying to play certain games and with an '060 the likelihood of incompatibility is significantly increased. However this is likely to be only a minor setback and it should only be a matter of time before fixed and optimised versions of games and other software start to appear.

Being able to choose the right accelerator is not the only decision to make, you also have to consider the arrival of new technology. The next big thing on the Amiga's horizon is the coming of the PowerPC chip. Even now teams of engineers are busy creating a new Amiga based upon Motorola's PowerPC processors. However, the first Power Amigas probably won't be available until well into 1997 and what should be more interesting is the development of PowerPC expansion boards for use with existing machines which should become available this year from German Developers Phase V. To find out more about this have a look at the box about the PowerPC on page 19.

In the end though, you have to ask yourself if you can make do with the products currently available or whether you're prepared to stick with your existing setup and wait half a year for the next generation of Amiga accelerators. Whatever decision you make please do upgrade – you won't regret it and it will open a whole new world of computing possibilities.

POWERPC AND THE AMIGA

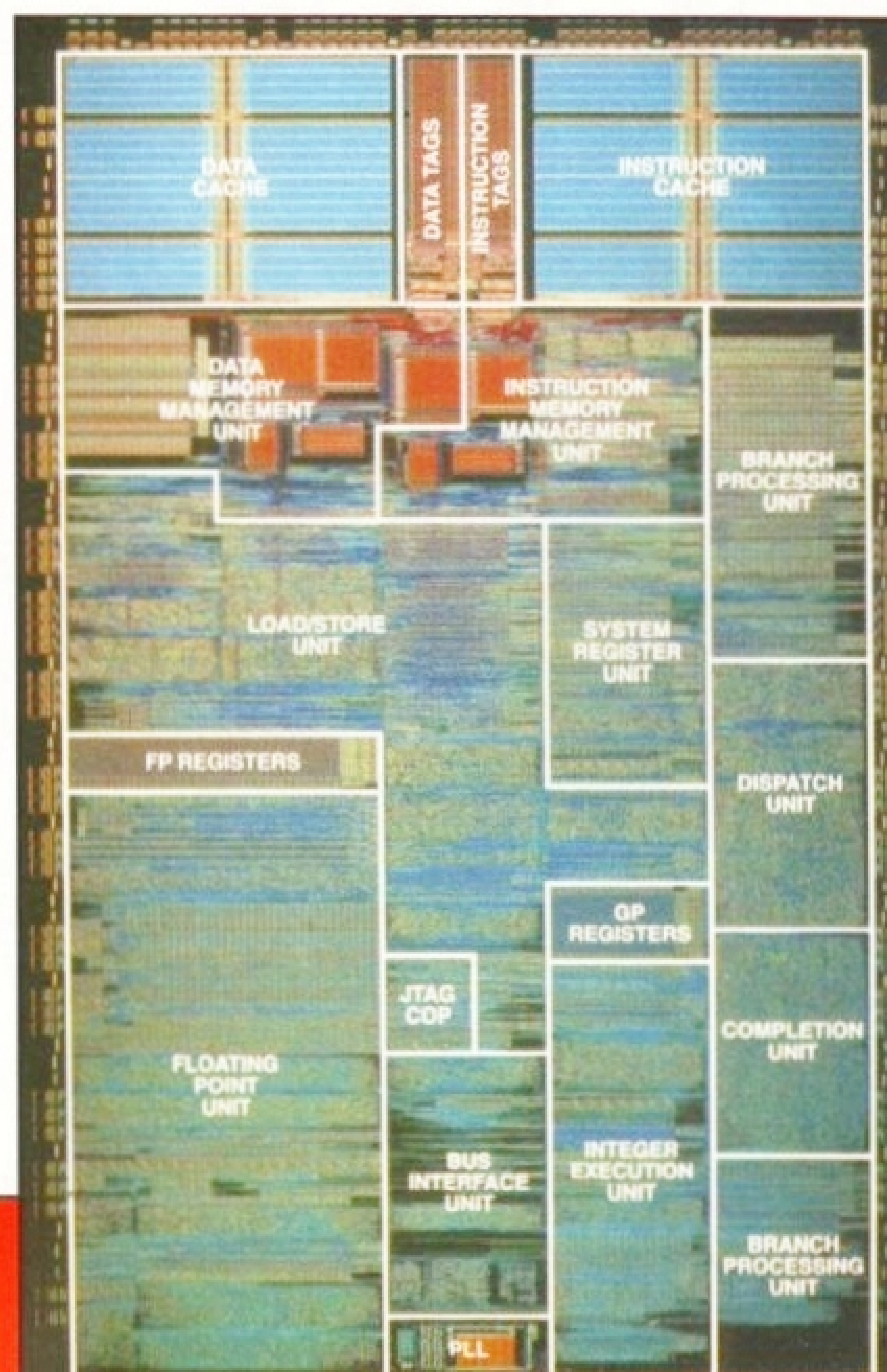


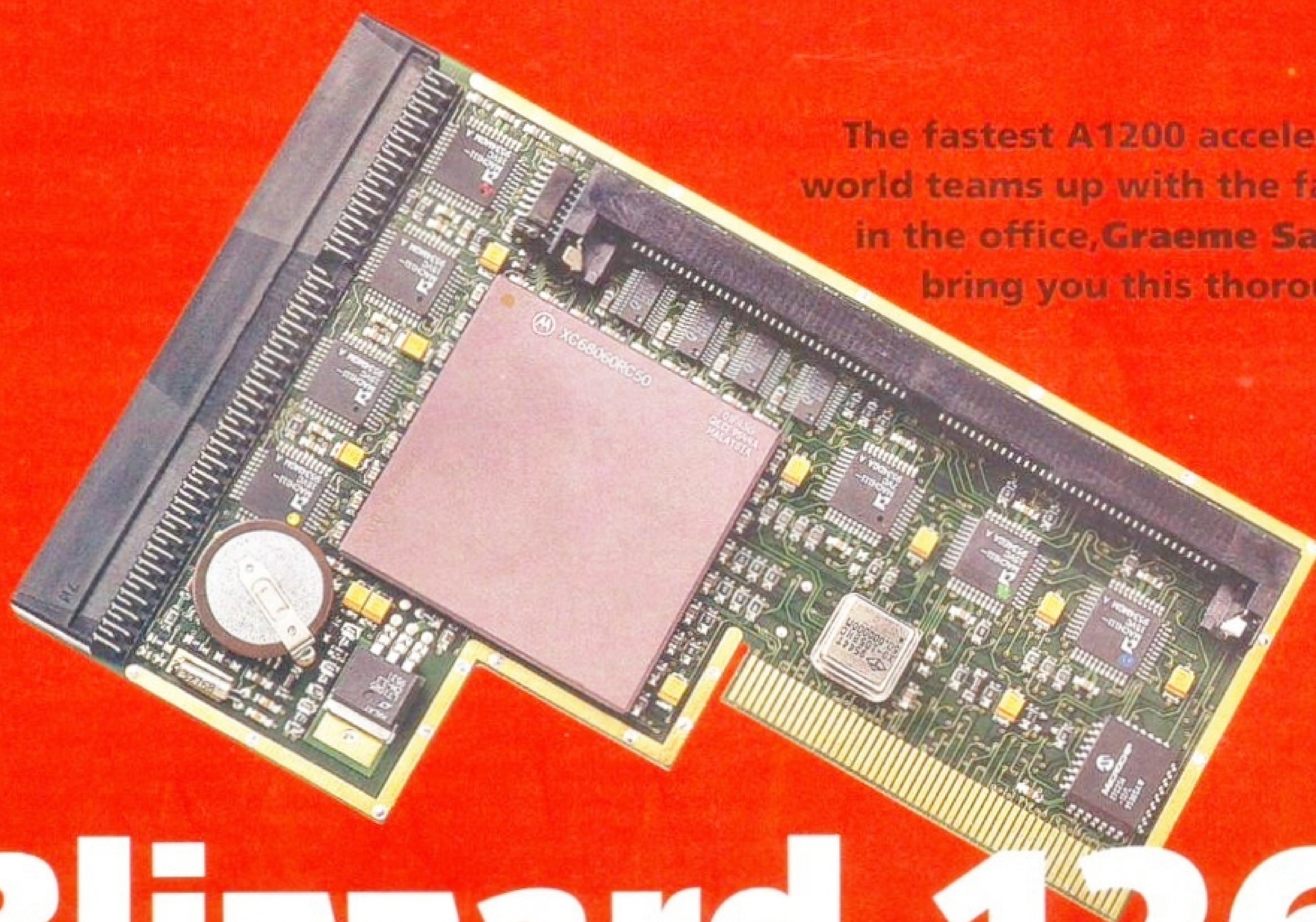
Yep that's right, the next generation of the Amiga will be based on the PowerPC processor. You're probably wondering what the PowerPC processor is and what it will mean to the Amiga. Well, it's actually quite exciting as the major computer manufacturers are actually agreeing on a standard – the PowerPC architecture. Motorola, Apple and IBM have decided on a standard that will enable manufacturers to build machines that are compatible with each other. Information on this multi-platform standard is freely available and any developer of software or hardware can download the information they need to produce PowerPC compatible products.

Don't panic, this doesn't mean the Amiga as we know it is dead and that we'll all have to grow beards and use *Windows '95*. Far from it, this is a great development that will be crucial to the Amiga's survival. One of the special things about the PowerPC processor is that it is very good at emulating other processors which is why it can be used on PC, Amiga and the Mac platforms. This means that it shouldn't be too difficult to make the new Amigas backward compatible with existing machines.

However that's not all of it – not only will Amiga-owners get the best of both worlds (or three to be more accurate) – the PowerPC is one gnarly piece of hardware. This RISC processor is incredibly powerful and is designed with special attention to floating point operations. The first of the PowerPC chips planned to be incorporated into the Amiga, the 603e, has a performance level that is almost twice that of P75 Pentium. So far from spelling the end of the Amiga, the PowerPC will open a doorway to more power and more applications.

To find out more about the PowerPC platform visit the Motorola Website at: http://www.mot.com/powerpc





The fastest A1200 accelerator in the world teams up with the fastest brain in the office, **Graeme Sandiford**, to bring you this thorough review.

Blizzard 1260

Well, if our feature on accelerating your Amiga has got you licking your lips and quivering in anticipation of the time when you can afford to supercharge your A1200, you might consider waiting just that little bit longer until you can afford one of these little beauties. The *Blizzard 1260* is, at this time, the fastest A1200 accelerator bar none. In short it is the Ferrari F50 of A1200 accelerator boards – more than fast enough for most peoples' needs and superbly well-engineered, except it won't get you dates with attractive women or enhance the performance of your car in any way.

If you have read the rest of the feature you will know that the 68060 processor that this board is based upon, is the most advanced and powerful of Motorola's 680X0 family. You can probably tell all this by simply looking at its large but svelte form – that's it there, that grey square. However it's not large simply because it is that much more powerful than say the '020 or '030 processors, it also incorporates a full MMU and FPU in this single chip. As well as these functions the chip also has power consumption control and heat-reducing features.

As mentioned before the board is very well-engineered indeed. At the Computer '95 show in Cologne I was told that the prototype was larger than the finished board would be – "yeah right", I thought after recently struggling to remove an '040 card. When the *Blizzard 1260* arrived we were all pleasantly surprised to discover that it was indeed smaller, almost impossibly so. As with all Phase V products like the *Cyberstorm*, *CyberVISION* and previous models of the *Blizzard* the 1260 was a joy to fit. After fitting and removing a certain number of boards you come to expect a certain amount of pushing and pulling and it was almost disappointing to have the 1260 slot in to the trapdoor expansion with hardly any effort at all.

Another testament to the board's high engineering standards is that after being left on for a whole weekend the processor was hot, but not so hot that you couldn't touch it. This is an important factor as the majority of the purchasers of the board are likely to use it in rendering projects where the machine might be left on for extended periods of time.

TWICE AS FAST

Performance wise the board is essentially a *Cyberstorm* for the A1200 and performs most processor intensive tasks at approximately twice the speed of a standard A4000 040. To put it another way that's about 4 times the speed of an average 50MHz 030 accelerated A1200 or between 30-40 times the speed of a un-expanded one.

In practical terms you will notice a substantial difference in the general performance of your machine. However, while the board makes mincemeat of even the most complicated *ImageFX* calculations and tears through *LightWave* scenes, it would be unfair to expect the board to increase the speed of things such as screen redraws dramatically as, above a certain speed of processor, these things are relatively unaffected.

The board makes use of a special '060 library much the same as the '040 one. However it also comes with a suite of software to help get the most out of



Although *WCS* is still being worked on, it gave the 1260 a good work out with plenty of fractal, 3D and reflection routines.

The *Blizzard* showed this standard *LightWave* scene absolutely no respect at all, polishing it off in well under eight minutes.



BENCHMARKS

Unfortunately most of the benchmark programs currently available tend to become a tad confused when trying to get accurate speed estimates. This is because the routines need to be adopted to the '060. Instead we performed some more practical benchmarks of our own in "real-world" programs.

The first test is a *Lightwave 3.5* rendering of the texture examples scene supplied with *Lightwave*. The camera settings were a resolution of 752*576 with realistic, trace reflection and trace refraction on. A *Blizzard 1230 IV* did this in 36 mins 27 secs, a A4000 040 in 29 mins 55 secs and the *Blizzard* 1260 in 7 mins 42 secs.

The second was a *WCS* render. The 1260 finished in 1 hour 26 mins 30 secs, the A4000 in 1 hour 59 mins 45 secs and we had to put the 1230 out of its misery in order to make this review's deadline.

Lastly a 640*512 image was given a gaussian blur of 12 pixels in *Photogenics*. the 1230 took 36 mins 57 secs, the A4000 18 mins 56 secs and the 1260 a mere 4 mins 52 secs.

the processor's abilities. These include *CyberPatcher* for emulating the 688X co-processors (particularly useful for 3D calculations), *CyberGuard* which is similar in function to Enforcer and *CyberSnooper* which is a developer tool that reports on the calls made by software on the processor.

However, there are a few compatibility problems. Namely with the current version of the Squirrel interface, several games and the Micronics tower system. Fortunately the technical bodies at HiSoft and Micronics are confident of finding a solution, and the the '060 can be turned off by holding down the "2" key on boot-up for fixing problems with games.

Another problem that may affect a limited number of potential buyers (myself included) is that the main board cannot accept double-sided SIMMs. However a SCSI II interface will soon be available and that will accept double-sided SIMMs and enable you to add up to 128Mb in addition to the maximum of 64Mb on-board for a total 192Mb. By the way, the board also accepts 36-bit SIMMs although they, as well as plain old 32-bit ones, need to be 70ns or faster.

In conclusion, while £600 is more than a standard A1200 costs, the *Blizzard* is definitely worth purchasing because it will transform your humble Amiga into a viable graphics station or any other high-end use that you might want to put it to.



This scene looks beautiful, but I suspect it will bring the 1230 out in a sweat just looking at it – it took nearly an hour and a half to render.



BLIZZARD 1260

DISTRIBUTOR
Gordon Harwoods
01773 836781

PRICE
£599.95

SYSTEM REQUIREMENTS
A1200 and '060 library.

SPEED ●●●●●
Very, very, very quick indeed.

MANUAL ●●●●
The manual tells you all you need to get the board up and running and how to get the best out of it.

INSTALLATION ●●●●●
Just install the library and then pop the board in.

FEATURES ●●●●●
All you could need – Kickstart remapping, '060 disabling and more.

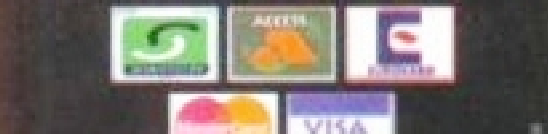
VALUE ●●●●
It would be nice if the board were a bit cheaper, but it's not.

"Fasten your seatbelt and prepare yourself for a ride on the fastest A1200 in the world... "

95%

PDSOFT

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* Please double check prices when ordering as many of the above are Special Discounts

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DK004	IDE-FIX	£44.99

PROGRAMMING + TEK

^ + **V0298 NORTHC V1.3 (AB)**
The latest update on the public domain 'C' environment for the Amiga that I am aware of.

^ + **V0523 DICE C COMPILER (AB)**
Contains Matthew Dillons full featured, powerful C compiler and environment system.

^ + **V0786 PASCAL**
Contains everything needed to program in Pascal. Includes A68k 68000 assembler, Blink, Linking software and PCQ, a modest Pascal sub set compiler a

^ * **V1041 DIGITAL BREAD BOARD**
is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input etc

^ + **V1056 DEVELOPER**
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

^ + **V1060 CIRCUIT BOARD DESIGN**
Several terrific routines for the electronic enthusiast. Includes PCBtool, a circuit board design tool.

^ + **V1209 GNU C+ + COMPILER (3) [HD]**
Theses disks consists of the latest version of the GCC environment. Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

^ + **V1213 PROGRAM LANGUAGES**
ACE v1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's. run time shared libaries are required.

^ * **V1227 GAD TOOLS V2.2C**
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

^ + **V1384 HOW TO CODE IN C (AB)**
Coves Debugging, Intuition and Graphic, Kodbibliotek, Tips & Tricks, Antropa AsmFranC, Dos Intuition, WB start, DMake, GadToolsBox and Power Source.

^ + **V1430 N.D.U.K V37 (ABCD)**
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startups, C include files, and tools

^ + **V1905 MATHS FORMULA EDIT V2.1**
MathScript is a formula editor, which is used to integrate mathematical formulas into word processors or DTP programs. It has an extensive amount of mathematical and physical symbols and many control codes for creating fractions, roots, exponents.

^ + **V1909 REQCHANGE V3.6**
Patches Intuition, ASL, ARP & REQ to use the [illegible] Tools requesters instead. It also adds a couple of extra features, like an Assign Wedge, the possibility to send ARexx commands when a patched requester appears, & several options to configure how the patched behave.

^ + **V1919 MOTOROLA CROSS ASSEMBLER'S V2.0**
Assembler's AS0,1,4,5,9,11

UTILS & POPULAR

^ + **V1362 CHECKERS TOOLBOX**
Incredible Amiga diagnosis program. Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairers to get it fixed. It may save you a bob or two!

^ + **V1405 VIRTUAL UTILITIES**
Contains 5 utils containing everything needed for any Amiga user to make virtual memory from their harddrive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive.

^ + **V1719 TELETEXT V2.3**
View Teletext (also know as Teletekst, Videotext, Ceefax, Skytext, Supertext etc.) on your Amiga. It is suitable for any PAL Amiga (read ¶{ System requirements link systems req } for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily switch between the TeleText decoder and a printer.

^ ^ **V1335 LIBARIES & DATATYPES**
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes, There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

^ + **V1641 SUPER KILLERS V10.0**
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67, Req the use of LHA which is in the c directory.

^ * **V1017 POST V1.86ENH (ABC)**
PostScript interpeter which implements the full Adobe language. Supports Adobe type 1 and type 3 fonts, screen output, file output, and printer output.

^ + **V1593 EPU DISK STAKKER V1.7**
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed & when any compressed file is read by any application it will be decompressed.

^ * **V1039 HD INSTALLER (AB)**
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

^ * **V1136 DISKSALVE 2**
Repair your hard drive with this. recommended.

^ + **V1326 C: COMMANDS & LIBS**
The C: and LIBS disk contains over 100 commands lie within the C directory. Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

^ + **V0490 MESSY SID II**
once loaded will read MS Dos disks. Convert any text (asc) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

^ + **V1611 SNOOPDOS V3.0**
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

^ + **V1928 VIRUS WORKSHOP V4.8**
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8. Test it!

^ + **V0424 ANTIFLICKER**
A program to stop the Flickering when you use the Amiga in Hi res move.

^ + **V1669 TUDE V1.0**
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

^ + **V1523 RELOKICK V1.41**
ANOTHER(!) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

^ + **V1356 NOERRORS V1.3**
Its main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without DOS showing read/write errors.

^ + **V0662 DCOPY V3.1**
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

^ ^ **V1164 (AGA) ASA FIX DISK**
An entire disk full of utilities for those A1200 and A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

^ * **V1360 WB2.0 TUTORIAL**
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus. attempt to explain the workings of WB2.as the manuals supplied with your Amiga.

^ * **V1242 RE ORG V3.11**
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

^ + **V0685 APRO ASTROLOGY V3.5**
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventually cover all aspects of the subject which will appeal to professional as well as novice astrologers not wishing to pay 200+ for a decent package. Updated version

^ + **V0489 AMIBASE PRO II**
This is the latest database program which is an update

^ + **V0827 REPAIR IT V2.01**
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OS3 disk caching and FFS to the hard drive of a lesser operating system.

^ ^ **V1661 NATIONAL LOTTERY**
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

^ + **V1679 COP THE LOT**
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

^ + **V1771 COURSE FORM**
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

^ + **V1778 LOTTERY CHECKER**
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files, technical users are always finding these programs useful.

^ * **V1836 MRBACKUP V2.1.4**
is a hard disk backup program for the Commodore Amiga family of computers. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

^ + **V1837 DISK DOUBLING V1.9B**
This package allows you to create virtual partitions on your HD. Files stored in such partitions get automatically compressed and decompressed whenever you access them, in a transparent way.

^ * **V1838 VMM V3.0**
A virtual memory manager for Amigas with a 68040,68030 or 68020+68851 processor.

^ + **V1932 X-FILES GUIDE**
The X-Files Guide disk is full of very usefull information if you are interested in the x-files. It contains over 674k worth of text, ranging from episodes 1 and 2 to the x-files transcript. It also has a survey you can fill in and send off to the auther of the disk.

^ + **V1949 MORE HD INSTALLERS**
This disk contains the latest installers for the following games: ABASE, Arnie 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MKII_PAFIX, Parasol Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, SoftB3, Trolls and Uridium 2.

^ + **V1963 VIRUS WORKSHOP V5.1**
This version of Virus Workshop is as good as any of the others or even better. You can check every single file on there own or all together. If it finds a virus it will tell you what it is and exactly what to do to gat rid of it. This is probably the best version of Virus Workshop so far and well worth buying.

^ + **V1965 BALLS**
Balls is yet another lottery predictor program. It is actually quite good apart from the £5 fee if you want to get the registered version. It can predict random numbers or numbers from pre-entered numbers of upto 72 weeks earlier. A well presented lottery predictor, if your into all the lottery hype get this.

^ * **V1969 AQUARIUM SIMULATOR**
3d Aquarium Simulator (uses MUI2.0). check it out.

^ + **V1982 SCOUT V2.1**
Scout is a tool that allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

^ +**V1983 DOPUS UTILS 2**
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

^ +**V1996 PRO-GAMBLE V2.1**
This is a great piece of software for those of you who wish to gamble. You simply enter which daily news/race paper you are reading then it asks a number of questions relevant to that paper. Once all the race information has been put in you can go ahead and check the estimated results etc.. Very good indeed

^ +**V1997 LOTTERY PREDICTOR**
Another lottery prediction system. This latest addition has a few added advantages over the other available. For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench. Also it looks very nice! The added touch of the lottery symbol makes all the difference. The best lottery predictor yet.

^ + **V1998 AMIGADOS GUIDE V1.5**
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

^ + **V1999 COP THE LOT PRO**
Yet another lottery program. This one will only generate random numbers, there is no option to actually make any sort of calculated prediction. There is also a Numbers drawn database and a My guesses database to help you keep a record of the numbers you have been choosing.

^ + **V2000 BACK DOOR V6.0**
This is the latest version of this now quite well known game cheat database. There are cheats and tips for hundreds of different games including a lot of recent titles. There are even long entries for games such as Dune II, which is a tactical game, detailling good methods of play

^ + **V2001 NATIONAL LOTTERY**
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

^ + **V2002 MULTI-PRED**
This is a program that will attempt to correctly predict the results of many different games and betting systems. These would include the national lottery, pools and more. Quite a complex program to setup. Good.

^ + **V2004 LOCKUP V4.0**
is the newist version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

^ + **V2005 SHAPE SHIFTER 3.2**
is a multitasking shareware Macintosh-2 emultor for the Amiga. It allows you to run mac software without additional hardware. New updated verion.

^ + **V2014 MESSY SID 3.0**
this is the latest verion of which will read and write PC Floppy disks 720k or 1.44 if your drive can take it.

^ + **V2015 MOVIE MAKER 2.0 (AB)**
have you ever wanted to create your own movie and see it flourish in the Oscars, then nows your chance.

^ + **V2024 VIRUS CHECKER v2.18**
Kill that new virus with the latest version of the most famous virus killer in the business. Top rated by all.

^ + **V2026 ROUTE PLANNER**
Highway trip planner. Requires MUI 2.2

MAGIC W/B & WORKBENCH

^ * **V1839 MAGIC WORKBENCH 1.2**
A superb utility! completely wipes over all those horrible workbench icons , replacing them with its own versions. It also adds patterns and changes your workbench fonts. The end result is a much more attractive workbench. Easy and safe to install. Looks great!

^ + **V1834 MAGIC W/B PALETTE**
version of MAGIC W/B palettes 35 total!. Pretty Magic WorkBench icons for Sound & Misc Apps.

^ * **V1808 ROMAN MWB ICONS 7**
New, high quality, standard size, MAGIC W/B2.0 style Icons/Image drawers and other MWB stuff. (AB)

^ * **V1796 M/U INTERFACE V2.3 (2)**
An object oriented system to create and maintain graphical user interfaces. From a programmers point of view, using MUI saves a lot of time and makes life easier.

^ * **V1786 MAGIC MENU V1.29**
Replaces all Intuition menus, supporting both pull down and pop up menus. Menus can be displayed in either the Standard look, or the modern AmigaOS 2.0 style 3D Look, and controlled exclusively using the keyboard.

^ * **V1747 MAGIC BACKGROUNDS**
This package is a patch to MAGIC W/B, the 8 bitplanes XEN Icons have been converted to 3 bitplanes icons which will take less CHIP RAM in your system.

^ + **V1746 MAGIC W/B BASED ICON**
These are the XEN approved down scaled and dot edited MWB Icons for use on non interlaced workbenches with a 1x2 pixel aspect. By Eric van Velthooven.

^ ^ **V1731 FUNNY B/G & ICONS**
72 Backgrounds for MAGIC W/B Very funny. You should at least have had a look at it!

^ + **V1729 CREATIVE ICONS V1.0**
A sample bunch of Drive icons, Dock icons (usable with e.g. Tool manager or as Tool icons), default icons for use with the what is.library package and more. These are reflecting the style of the Magic Workbench

^ + **V1479 NEXT GENERATION WORKBENCH (AB)**
Powers up the Workbench photons and ready's your system for the Star Trek experiences. ie sounds, pictures etc. Put together by Gary Burdekin.

^ ^ **V1221 (AGA) BLANKERS**
Blitz Blanter 1.01 Well, yet another screen blanker. But this one has the following features: AGA compatible.

^ + **V1588 MWB EXTRAS 1 (AB)**
Many, many icons for the use of MWB 2.0. These icons enhance your workbench by using a special colour scheme and by adding new fonts to your WB as well.

^ * **V1605 MWB EXTRAS 2 (AB)**
all the types of icons for use with Magic Workbench.

^ * **V1607 MWB EXTRAS 3 (AB)**
all the types of icons for use with Magic Workbench.

^ ^ **V1021 W/B 3.0 SCREENS**
Enhance your workbench disks backgrounds with theses nice full colour pictures.

^ + **V0942 SCREEN BLANKERS**
A Disk packed with screen blankers which includes Twilight Zone which is quite excellent and the nearest thing to the popular Mac screen saver After dark.

^ + **V1512 256 COLOUR ICONS**
This disk is full of lovely colourfull icons for use in WB3 only as they are 256 colour images. There are draws, tools and project types. Not for children.

^ * **V1043 SUPER DARK V2.1A**
A screen blanker with some special features. It is similar to the After Dark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.2

^ * **V1134 TOOL MANAGER V2.1(2)**
This part contains LHA archives of the binary files and graphics. Part 2can be found on disk number 873. Tool Manager is a full featured program for either WorkBench or CLI tool management. Includes the ability to add menuitems to the 2.x OToolsO menu, ad.

^ + **V1893 MAGIC W/B STYLE ICONS**
release of MAGIC W/B style icons & Tool manager animbrushes and image drawers to enhance WB.

^ * **V1894 MISC PATTERNS/MWB**
The size of the patterns is 720*566 in 8 colours Standard MWB2.0 palette. The Patterns includes: Landscapes, Stones, Chessboard, and Yoda.

^ * **V1896 EXTRA INFO V1.0**
is a replacement for the Workbench Information function, and adds a great deal of functionality on top.

^ + **V1902 MAKE ICONS**
Create any kind of icons use default icons use patterns & ALL argument change Default Tool of project icons change icons image. new icons immediately on the WB

^ + **V1908 TYPEFACE**
is an editor for Amiga bitmap fonts. DOS2.0+ & bgui.library (included) are req. Source (in C) included.

^ + **V1917 RO V1.03**
is a new intuition controlled, fully user configurable file manager for OS 2.04 and newer. RO's mighty features will assist & help your daily work with your Amiga.

^ + **V1929 NEWICONS IN STYLE**
This is a set of icons for the NewIcons Package, which contains mainly icons for the standard workbench plus some extras. The icons are drawn in a new style, which you really will love (I hope). Also the brushes for all icons are included, so you can easily create new icons in the same style, or do whatever else you want.

^ + **V1964 COLOUR WORKBENCH**
Allows you to basically change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to have.

^ + **V1968 STAR TREK BACKGROUNDS**
Heres some new backgrounds for workbench all based around the Star trek T.N.G series.

EMULATORS

!+ **V0817 A500 PLUS EMULATOR**
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

^ * **V1900 FRODO V1.7**
Frodo is a multitasking freeware C64 emulator for the Amiga. OS2.1 and a 68020 (or better) are required, as well as copies of the original C64 ROMs.

^ * **V1178 KICKSTART 3 EMU**
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

^ + **V1336 THE BBC EMULATOR**
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

^ + **V1659 MSDOS/AMIGADOS V2.3**
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then you can be used through the shell as if they were AmigaDos commands. Great.

^ ^**V1868PC TASK V3.1**
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

^ ^ **V1931 ZXAM v2.0**
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

OFFICE & PRINT

^ + **V0575 HOME BUSINESS PACK (6)**
QED, Text editor. Text Plus 2.2E, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOSMANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

^ + **V1114 PRINT LABELS UTLS**
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.20, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

^ + **V1279 PRINT A CARD**
Want to print a business card or any other type of card then this is the software for you.

^ + **V1222 PANASONIC STUDIO**
The PanaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

^ + **V1236 INVOICE PRINTER**
invoice printing that we help aid any small business.

^ + **V0928 LITTLE OFFICE**
Its the all rounder do everything, all knowing, all seeing?? Well lets just say its very good.

^ + **V1179 FILE-O-FAX**
was designed to enable computer operators to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

^ + **V1467 AWARD CONSTRUCT**
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from, could also be used to make small posters, signs or leaflets. Easy to use and very effective.

^ + **V1069 PRINTER DRIVERS HP**
Deskjet 550 colour driver, Deskjet 500, Deskjet 500c, Ricoh HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, Canon_48, Canon PJ 1080a, HP Paintjet

^ + **V1278 MAIL-O-DEX**
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

^ + **V1044 FANCY PRINTING**
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

^ + **V1357 CITIZEN MANAGER**
The Citizen Print Manager has been designed in conjunction with Irseesoft.

^ * **V1051 EASY CALC PLUS**
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that wouldn't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

^ + **V1184 AMIGA DIARY**
Amiga Diary is a mouse driven diary capable of storing all personal events and the perfect solution to all those forgotten birthdays, missed appointments etc.

^ + **V0366 600 BUSINESS LETTERS**
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

^ + **V0782 FORMS UNLIMITED**
Designed to help you design and print different forms. There are a wide number of options and controls which allow you to draw simple boxes, lines, etc in order to create forms for many different purposes. Good.

^ + **V0390 AMIGA FOX DTP**
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Text Editor, Graphics editor and loads more.

^ + **V1680 AWARD MAKER 2**
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

^ + **V1751 PRINTER DRIVERS**
CANON600 v2.0, EPSON FX 850 v1.0 & LX 800, HP4DRIVER v35.8, HP4LSETTER v2.01

^ + **V1858 DB V2.5**
Small/fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look & 3.0

^ + **V1862 INVOICE DATABASE V2**
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it

^ + **V1865 LEGAL FORM GENERATR**
Generates custom do it yourself legal forms. Database includes forms useful for EVERYONE, plus specialised forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS.

^ + **V1989 TELEPHONE BOOK V3.2**
This is simply a program that allows you to type in all your mates phone numbers, names and address and store them in al smart little database. It can come in very usefull if you have a hard drive.

^ + **V1990 GAS TRICK 2**
This is the follow up to the first one but a bit better. It is exactly the same as the first one but the default values can be reconfigured at any time, the keyboard now has full function and the mouse clicking part is improved.

^ + **V1992 BANK MANAGER V1.4.2**
The latest version of Bank Manager has all the same features as the other versions. If you have already got any of the other copies this is just an up-date. It allows you to type in all your accounts & bank details you need.

^ + **V1995 BEGINNERS TYPING TUTOR**
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game. On the word game you have to type a word in before the timer runs out. A must for all typers.

^ + **V2003 REM DATE V2.0**
Rem Date is a calender, reminder and fileofax all in one. I found it quite good to use and would definetly buy the registered version which is availble from the author.

^ + **V2019 TEXT ENGINE v3.0**
Allows you to make your every own letters and documents then print or store then on disc.

3D & GRAPHICS

^ + **V1247 TEXTURE MAPS (ABC)**
A collection of textures for use with the any program that will take high res textures.

^ ^ **V1554 IMAGINE BUDDY (AB)**
Here's some features of the new interface: Draggable and Sizeable text and index windows · Button Gadgets for the Search and Move functions Improved Searching The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

^ * **V1229 MAIN ACTOR V1.53**
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

^ * **V1811 IMAGESTUDIO V2.0 (AB)**
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system. There are several commercial offerings available, however the casual user is paying a lot of money for many facilities and options they would probably never use.

^ + **V1889 3D OBJECTS FOR LIGHTWAVE WITH BITMAPS**
486 module, Airbrush, Artbrush, Candle, Candleflame, CDreal!, chainring, laserprinter, laser printer tray, Paper tray for laser printer, monitor1960, padlock, phonepole, skydome, streetlight, streetlightbeam.

^ * **V1891 IMAGEDESK V1.6**
is a program to catalog picture directories by generating small representants of the pictures, so called thumbnails.

^ + **V1907 POVRAY RAYTRACER**
Renders in a window on a public screen (even Workbench) with colour sharing. simple HAM/HAM8 support autodetects CyberGfx Screen and renders in direct Colour (15/16/24Bit) if possible.

^ + **V1916 XFIG V1.2**
This is an Amiga port of an X11 structured drawing tool that lets the user interactiely create and manipulate on objects such as lines/circles rectangles/splines/text and other elements. Xfig can produce output in several different formats: Encapsulated PostScript, IBMGL (HP/GL), Pic, PiCTeX, LaTeX, box, epic, eepic, eepicemu, textyl, tpic, X11 Bitmap, X11 Pixmap and gif.

^ + **V1922 REAL 3D V2.X OBJECTS**
Objects are pretty large in size, expessially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000EC30 + FPU is now equipped with 18MB RAM, and I can now raytrace all of my objects.

^ + **V1925 SPACEDOCK STATION**
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

COMMS

Why not check out our BBS support lines (0181) 2510078 call The MYTH & MAGIC BBS

^ * **V1745 TERM V4.2 [030]**
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

^ + **V0979 NCOMM V3.0**
Is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

^ * **V1722 AMIGA TO PSION S3/A**
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa nfs like file access.

^ + **V1852 FINALFAX 95**
This is one of those arexx macros which are very handy for automating the more tedious jobs on your Amiga. This one allows you to select options for GPFax from within Final Writer. That means that there is no need to switch from Final Writer to Workbench.

EDUCATION

^ + **V1079 KEYBOARD TRAINER**
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

^ + **V0793 AMIGA BEGINNER**
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

^ + **V1845 DPAINT 4 BUDDY (AB)**
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

^ + **V1881 AMIGATRAINER**
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book, every word there are 2 additons to enter.

^ ^ **V1897 GEOGRAPHICAL ATLAS**
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

MUSIC

^ + **V1269 THE OCTAMED TUTOR**
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

^ + **V1207 OCTASTUFF**
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

^ + **V1882 ART OF NOISE TRACKER**
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

^ + **V1904 MUSIC MANI V2.12**
is a database program that manages ALL your CDs, MCs, LPs and Singles in a VERY comfortable way!

^ + **V1913 SOUND CONVERTER**
A new sound effect,sample converter,sample generator software with : more than 50 effects converts many formats (IFF 8SVX,IFF 16SV,RAW,RIFF WAV,VOC, SUN/NEXT,AIFF/AIFC,...) * you can work with many samples (every sample has it's own sizeable window).

^ * **V1981 SOND BOX V1.97**
This tool converts RAW, IFF, VOC, WAVE, AIFF, MAUD and Maestro samples into each other format. Additionally, some effects are available to e.g. optimize the sample or amplify it to maximum volume.

^ + **V1991 END OF TIME & SPACE**
This disk contains four music modules. The first two are quite good but the second two are not that good. If you are into this sort of thing this is worth getting, but otherwise it's not that good.

^ + **V1993 PH KARAOKE**
This disk if you already hadn't guessed is a karaoke disk that allows you to play your favourite songs with the words coming on the screen aswell. This is quite a good and adictive utility.

TIPs, CHEATS & RELATED

^ + **V1416 EYE OF THE BEHOLDERS**
This disk contains a selection of utilities and software for Eye of the Beholder II, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

^ + **V1363 RPG. ASSISTANT**
AD&D play time dungeon master's assistant. The version you see here is a pre release of the program in AmigaBASIC. Right now it will take characters in a text file and load them in to be displayed at will. It also rolls dice and has a handy dandy encounter screen that will keep track of monsters & their current HPs

^ ^ **V1687 (AGA) FIXES VOL 1**
This program disk will help AGA machine users get some added compatibility out of their older software. Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons).

^ + **V1773 ACTION REPLAY CHEAT**
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

^ + **V1848 DIY REKO**
This disk has on it an Arexx macro which, when used in conjunction with ImageFX, will make reko cardsets for Klondike AGA almost automatically. Also included is a detailed Amiga Guide document explaining everything.

^ + **V1468 GAMES HD INSTALL**
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

^ + **V1662 HD GAMES INSTALLER 2**
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.

^ + **V1885 NEW HD INSTALL**
Hard Drive Install scripts for 3 games, Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

^ + **V1988 DUNGEON MAPPER V0.3**
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very usefull. It also has Tetris on it if you boot it from Workbench.

^ + **V1994 CHEATS COMPILATION**
This disk is a demo which gives you a taster of what you can have if you buy the regestered version. The demo gives you a choice of about 15 games to chose from. T

VIDEO

^ + **V1196 DESKTOP VIDEO**
Dot Matrix Stroller, Is a video titling program intended for use in adding scrolling captions to video's. Flood Effect loads an IFF picture and displays it with a Oflood effectO so that it floods the screen.

^ + **V1418 THE COMPLETE VIDEO TEST SYSTEM (AB)**
is a collection of 20 test patterns (displayable with any IFF animation viewer) that can be used to evaluate monitors, TV sets, VCRs, and other NTSC video equipment. CVTS is easy to use, with the documentation presented in clear, non technical language. The tests are unique

^ * **V1156 VIDEO TITLER**
Generates professional looking TV titles and credits for your own video's.Outstanding abilities are very smooth scrolling, colour slides (AGA support)and usage of colour fonts. Limited demo version only.

GAMES

^ ^ **4431 BEST AGA TETRIS**
Best pentamino tetris, graphics, musics, 100% assembler

^ + **4434 BLACKDAWN v2.1**
3-level Dungeon Master style Alien Breed:- charge around the maze levels, shoot lots of aliens, find the lift & move on. but do it in 1st person perspective view.

^ + **4442 SCORCHED TANKS V1.85**
The awesome artillery tank game. This one contains loads of goodies like 70 weapons and 13 shield types as well as new goodies.

^ ^ **4449 PSSST**
This is a 1990's version of the old Spectrum Classic PSSST Main features include: - 256 Colours. - Real Time frame rate. - No C code !!!! (I Hate C) - Nice end of game sequence. - Three Levels of play (Slow, Normal, TURBO NUTTER), No Spam.

^ + **4451 LAST LAP**
is a car game for one or two players. It is excellent in two player mode. There are about 10+ different tracks for you to race around. Some of them are quite easy at the start but as you go on they get a lot harder. On the tracks they have these squares which if you drive over it shoots you on even faster they you are already going.

^ + **4452 SPELL TRIS**
Tetris style game but the main difference is you use letters instead of just shapes.

^ +**4454 BATTLE TRUCKS**
is a one or two player game in which you choose your own truck and then buy it. You can add nitros, new motors or even buy a brand new track with your winnings from your races.

^ ^ **4457 SCREECH V1.5**
This demo ame offers you the opportunity to run anything smaller than your car over! Improved graphics are on the way (whoopee!). Req 020's with 1MB chip ram and .5MB fast ram or 030's with 1MB chip ram or 700kb chip ram and 300 kb fast RAM.

^ + **4459 SUPER EARTH DEFENSE V1.5**
is a classical shooting game.

^ + **4462 XASTEROIDS**
This is a 'port' of xasteroids, an X11 application. No X11 server (DaggeX or others) is needed to run the program! This program is using libX11 by Terje Pedersen! You don't need this either since it is a link library that is compiled into the binary.

^ + **4463 BOULDERDASH 64**
A complete OS-friendly (multitasking) Boulder-Dash with C64 graphics and sounds. 68020+, AGA only (DblNTSC required), KS V39, asl.library, powerpacker.library. Smooth scrolling 1275(!) original C64 levels+sounds, Cheats, Joystick and keyboard control, User definable games and levels, two player game.

^ + **4464 BREAKIN' BRIKS V1.0**
Great version of the very cool Breakout type game. For AGA Amigas only. Works with 2Mb CHIP memory! - Improved performance with FAST mem. Great GFX.

^ + **4465 CHAMPIONSHIP MANAGER EDITOR V2.4 68020+**
This is the first public release of Championship Manager Editor (CmEd). It was written because we had played the game to death and were looking for a way of putting some interest back into game.

^ ^ **4466 DPACMAN AGA**
15 levels and 5 bonus levels. The registered version has 50 levels and 15 bonus levels and extra gfx and other improvements. Features: Can use external Protracker modules and XPK for packed modules.

^ + **4467 JOUSTER 3**
If you haven't heard of the good old favorite, Joust, then you're a pretty young or fairly old dude. :) Anyway, this game brings Joust to the Amiga and also has improvements such as powerups, etc. You can even have a pterydactyl as a steed. For 1 or 2 players. Check it out.

^ + **4468 PATCH LEMMINGS 2 TO RUN FROM HD**
Patch to allow Lemmings2 to run from hard drive.

^ + **4469 CRITICAL HIT**
is a highly detailed fantasy combat game, which re-creates tabletop war gaming on the Amiga (requires 1 MB RAM). A strategic war game with excellent graphics. 3 D landscapes and a wide variety of fantasy combat figures and scenery - Campaign and map designer.

^ + **4470 PANIC SOCIETY V1.1**
Hillery & her friends have taken total control of the world. as one of some 10 million people left, scheduled for transfering to the country of your origin. But, someone has tampered with your environmental control causing you to awaken from a mind controlled state.

^ + **4471 BRATWURST**
A Roketz-like game for two to four players. Automatic zoom keeps all players in view in the least possible area, vector graphics.

^ + **4472 CULTURE TANK**
A single screen tank combat game with up to 6 tanks, which may be human or computer controlled. Team or all-against-all modes. 3 types of weapon including missiles and flamethrowers.

^ + **4473 TURBO LIGHT CYCLES**
3 player 'Tron' game, with editor. By Vaughan Roberts

^ + **4477 WIZZYS QUEST**
is the best PD platform/puzzle game I have EVER played, so despite its bugginess (see below) I thought I'd upload it to Aminet. Wizzys Quest has 50 levels, getting progressively harder.

^ + **4478 BIACCOARCHIVE! V1.0**
Nibbler arcade clone by Maurizio Facca.

^ + **4479 BOB THE AMAZING LEMON**
Amazing Pac Man clone which features a level editor, changeable music and many different wall and floor types including appearing walls, ice and water.

^ + **4484 REBELLION**
is a very good shoot em up. You are a little spaceship which travells around space trying to pick up little aliens and destroying all the missles that are coming at you.

^ + **4485 LEGEND POUNDS ISLAND**
Here we have an adventure game. Half graphical, half text based this game is played almost entirely using the mouse. There are no sprites, just backdrops with objects to examine or use

^ + **4486 MASH**
An excellent game. You choose to control either a Spud (a potato on legs!) or a Tank. You then need to tackle a whole load of obstacles in order to get the enemy on the other side. Great graphics, great sound an allround classy game. Superb.

^ + **4488 PSYCHEUAL**
An Alien Breed clone. You are a bloke with a machine gun who has to run about each level shooting other people and aliens. The level graphics are good and show a lot of detail plus the gameplay is not too easy either.

NEW TITLES

^ + **V2038 BARFLY v1.27**
Assembler Development System

^ + **V2039 PHXASS v4.23**
68xxx Macro Assembler

^ + **V2040 SW CHEAT v4.5**
Over 950+ game hints/cheats.

^ + **V2041 F1GP Ed v3.03**
Formula One Grand Prix / WC Editor & F1GP-Ed non-english translation files & Track data for GPDisplay

^ + **V2042 RAY STORM v1.11**
Fast raytracer with many features

^ + **V2043 CARD HOUSE v1.1a**
Make card houses/castles with Imagine

^ * **V2044 EGST v5.4**
EGS animation,framegrabber&handyscanner.

^ ^ **V2045 ICONIAN v2.96**
OS3.0 icon editor, NewIcon support

^ + **V2046 SPLATTER PT v1.67**
Awesome paint program has a PAL mod

^ + **V2047 SVIEW v5.10**
SuperView V5.10 + Library 12.2

^ + **V2048 CALC**
Arbitrary precision calculator/language

^ + **4552 HEROED v2.1**
Amiga version of the classic C-64 H.E.R

^ + **4553 MANG FEND ACE**
Pete Stoeroskij's full version: combat

^ + **4554 BLOODFEL (AB)**
Captive & HiredGuns style 3d adventure

^ + **4556 ZHANDULIN HELMI**
Finnish textadventure with some graphs

^ + **4557 POWEROIDS v1.2**
Multitasking Asteroids, raytraced gfx, 1

CODE REFERENCES

^+ Works on all machines
** Req Workbench 2.0 or above
^^ Req Workbench 3.0 or above
(ABC) Product has ABC disk (ie. three)

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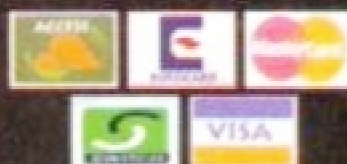
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3D Objects Volume 1

CODE: CD232 **PRICE:** £9.99 +.75p P&P
STATUS: *(New Release)* Janurary 1996

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Largest selection of Objects for Imagine and Lightwave users.

All the objects you need assembled together on one convenient CD

The 3d objects CDROM is the ideal collection of 3d graphical objects for both the most popular 3d graphical platforms. This disk has over 600Mb of pure objects in both Imagine and Lightware formats.

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*** Lightware users get 3d objects in the following catagries:-**

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EFFECTS	1.8Mb
ENVIROMN	1.0Mb
FONTS	7.6Mb
HOLIDAYS	3.1Mb
HOUSEHLD	7.5Mb
MISC	8.5Mb
MUSIC	3.6Mb
ORGANIC	20Mb
ROBOTS	5.2Mb
SHIPS	11Mb
SPACE	580Mb
SPORTS	2.6Mb
STARTREK	8.2Mb
TECHNLGY	9.2Mb
TOOLS	7.6Mb
TOYS	3.7Mb
TRANSPRT	15Mb
WEAPONS	3.3Mb

* *Professional* - Also included are collection of objects from some of the best graphical 3 dimensional graphic artist's around.

P&P 75p per title

Price Match
We will match / beat any other adverts price for any of these CDROM's

Amiga Utilities 2

CODE: CD201
PRICE: £19.99+.75p
STATUS: Feb 96



Double Disc Set An entire Library of utilities in all catagies for the Amiga.

Its our complete classic Amiga Various disk collection. This is the 2nd volume to be release on CDROM. (Previously on 1,500 floppy disks only in DMS format only).

You'll be sorted with Amiga Utilities 2?

You'll get software from all aspects of the Amiga. Technical section, Artwork in Black & White and Colour, all 2,000 of our Now Famous Various floppy disk library.

Utilities on the disc

- Anti Virus
- Workbench 2.0
- Clocks
- Calendars
- Copy and Delete
- Dir View
- File Finders
- File Changer's
- Comparisons
- Disk copies
- Keyboarding
- Mouse Utils
- Enhancements
- Editors
- Menu systems
- Security
- Workbench 3.0
- Astrology
- Magazines
- Communications
- Business
- Emulator's
- Books
- Printing
- Archivers
- Cataloguing Utilities
- Desktop calculators
- Telephone utils
- Directory
- Disk utils
- File Viewers
- Help
- File Copies
- Hard Drive utils
- Educational
- System
- Emulator's
- 4Dos Utils
- C.A.D Systems
- Video Utils
- Magic Workbench
- Game Cheats
- Stereogams
- Desktop Publishing
- Gambling
- Genealogy
- Video
- and a hole lot more!.

New Double disc version

*** New Menu system**
An excellent menu system which can view and unpack all the lha files from the CDROM to your hard drive.

*** New 'Search' Functions**
To search for all the Workbench titles just click on the search button and text workbench and all the disks will be displayed.

*** New Workbench environment**
Excellent ready-to-run Amiga Workbench has been provided on the disc for easy use.

*** Over 550 New Disks**
550 new disks since Utilities 1-1500 was released.

*** Restyled, Remastered**
New help and information files, restyled artwork! Updated information. Catalogue of New CDROM's and contains the latest software right upto late December 1995.

* ***Greatest & latest*** Utilities from October '91 to December '95: Utilities, and loads more (see above).

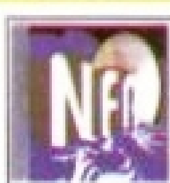
Enhance your Amiga with powerful applications carefully sorted through out our many years.

Our Menu system will help install any of the utilities to any device/drive on your system. Will unlha/view any file.

Supports All Amiga computers 1.2 to 4.0
Minimum Req Amiga A500, CDROM Drive and 1Mb of memory. Recommended 2Mb A1200 for all utilities to work.

The AGA Experience

CODE: CD210
PRICE: £18.99



The Best Selection of AGA Software anywhere - The AGA Experience

NFA - Famous for their 'Word' diskmag, and Bodyshop slideshows amongst others, are very proud to present their first Amiga CD-ROM disc - This is the first CD dedicated to AGA owners, and features the very best AGA-only software released over the past 3 years.

EXCLUSIVE NFA - These quality titles were created by leading Amiga group NFA specifically for this CD. These titles include AGA Slideshows, Klondike cardsets and others. The CD features every AGA NFA release to date, including the brilliant 'Word' diskmag, 'Out of Space' Alien multimedia disk mags.

READY-TO-RUN - Most of the contents run straight from the CD. There is no need to spend ages extracting disks. Well over 300meg of ready-to-run hot utilities, disk mags, text files, demos, games and much more. Only those titles which NEED to be compressed have been, these include Demos and slideshows which have to be stored in DMS format. Extracting these is as simple as double-clicking an icon in Workbench.

MAGIC WORKBENCH - Colour scheme and icons. We have spent months making this CD the very smartest looking CD available today. Almost every program has a suitable MagicWB icon. We have even created custom Ray-Traced icons for the CD, any Amiga owner is guaranteed to be impressed!

LATEST AGA - Mega-demos. If you like being impressed by your Amiga, you'll find a great selection of demos. There are many which are so new,that you won't have even heard of them

C64 Sensations

CODE: CD181
PRICE: £17.99 +.75p
STATUS: In Stock



Remember the good Days - Contains all the Software that we have collected during our great times on the C64. Dating from 1984 up to the present day.

Surprising as it may seem to a lot of people there is still a lively C64 scene today. Although very different from a few years ago there are still a lot of people still heavily into the 64. And the rest of you, like us, have a lot of great memories.

That is one of the reasons why we compiled this CD. So anytime we want to reminisce the old days you can just pull out the CD.

We garuantee you! that you will not have seen many of these amazing Mega demos as a high amount have not been releases before.

Amiga - Contains Amiga tools to be used for copying & converting the .D64 images back to your 1541 or into your Amiga. Also included is the FULL version of A64 Emulator Package.

Demos - This directory contains our entire C64 Demos collection. They date back from around 1986 until April of 1995. There are literally thousands of demos and magazines. Oh the fun I had looking over my old demos and reading charts in 5 year old magazines. The collection is as complete as it could be for someone mail trading for years.

Sid Tunes - Hundreds of Sid Player tunes. All the tunes are in Amiga Playsid format BUT have all been renamed with PC SidPlayer file extensions so they are runable on a PC as well. They are also runable through PlaySid. The latest versions of which is also on the disc are provided in the relevant Tools directories.

Hottest 6

CODE: CD200
PRICE: £14.99

More than 400Mb of brand new programs and over 750 new floppy disks.

The latest Public Domain and shareware software from March 1995 to December 1995.

Whats New on Hottest 6

Now comes complete with an easy to use menu system. The Menu is very easy to use point and click operation with a GUI to Perform the Uncompaction of the cdrom for you (DMS or LHA supported).

300 New Utility disks

- Sounds
- Pictures
- Fonts
- Graphics
- Utilities
- Virus
- Emulators
- Fractals
- Printing
- Business
- Prediction
- MED
- Amos
- Workbench
- Modem
- 3D
- Instruments
- Clip Art
- DPaint
- Music
- Workbench
- Killers
- Hobbies
- Printers
- Game
- Animation
- Hard Drive
- Octamed
- Cheats
- Objects
- Virus Killers
- Art Related
- Modules
- Educational
- Business
- Hard Drive
- Comms
- Video
- Programming
- Databases
- Sound
- Home
- CDROM
- Design Work
- Demo Makers
- Degragers
- Programming
- Cad Software

300 New Library disks

- Games
- Mega Demo
- Demos
- Rave Demo
- Slide Shows
- Music Disks
- Collections
- Sampled
- Pictures
- Disk Magazines
- Animations
- Sounds etc.

100 New fred Fish Disks
The follow on to the most popular floppy disk library from fred Fish disks 1001 to 1100

The Colour Library

CODE: CD182
PRICE: £9.99

The image you need right now over 1,700 photos!

The superior images are divided up into various categories to aid selection.

The files may be "importable" into most of the popular DTP Packages, art packages, viewers & word processors directly from the CD.

We have included several useful utilities to enhance the performance of this disc.
Filly GIF - This allows you to view any of the images on this disc, prior to use.
Photovision - which is a full featured image manipulation and viewing tool.
Envision Publisher - is a top quality DTP

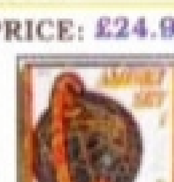
What Categories do you get:

- Animals
- Boats
- Cartoons
- Flags
- Flowers
- Houses
- Fantasy
- Inserts
- Modart
- Painting
- Raytrace
- Smartart
- Things
- Bikes
- Cars
- Cats
- Dogs
- Maps
- Men
- Sea
- Misc
- Space
- Places
- Scenic
- Ships
- Trains
- Buildings
- Birds
- Fish
- Dinosaur's
- Computers
- Helicopters
- Medical
- Military
- Star Trek
- Planes
- Sci-Fi
- Sports
- War

Also contains our menu system for easy use.

Aminet Set 1

CODE: CD112 **PRICE:** £24.99



Quite simply the best CD compilation around "CU Amiga"

What do you get:

Its a *Quad Disc Set* with the most comprehensive collection of Amiga software.

Dir	Size	Files	
dev	141Mb	800	Development.
util	103Mb	1,800	Utilities.
gfx	134Mb	900	Graphics.
pix	337Mb	1,100	Pictures & anims.
text	87Mb	500	Text Software.
docs	39Mb	400	Documents.
demo	336Mb	900	Demos.
game	160Mb	1,000	Games.
comm	86Mb	1,100	Communications.
hard	6Mb	100	Hardware related.
biz	63Mb	300	Business Software
disk	12Mb	200	Disk HD tools.
misc	109Mb	500	Miscellaneous.
mods	358Mb	2,700	Music Modules.
mus	29Mb	200	Music Software.

Aminet Set 2

CODE: CD220 **PRICE:** £24.99



Fast access to the wealth of the Aminet!

What do you get:

Its a *Quad Disc Set* with the most comprehensive contained Amiga software collection to date.

Dir	Size	Files	
util	120Mb	1,000	Utilities.
docs	270Mb	870	Documents.
text	40Mb	210	Text Software.
biz	75Mb	170	Business Software
pix	630Mb	2,000	Pictures & anims.
gfx	170Mb	430	Graphics.
misc	150Mb	270	Miscellaneous.
demo	630Mb	2,000	Demos.
game	250Mb	530	Games.
dev	110Mb	340	Development.
disk	10Mb	110	Disk HD tools.
hard	5Mb	60	Hardware related.
comm	150Mb	1,000	Communications.
mus	30Mb	120	Music Software.

Aminet Series

CODE: (mixed) **PRICE** £12.99

The all round best cdrom collections - Aminet!

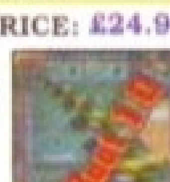


Aminet 4 - *CD064* - Mar '95
Aminet 6 - *CD175* - Jun '95
Aminet 7 - *CD184* - Aug '95
Aminet 8 - *CD208* - Oct '95
Aminet 9 - *CD238* - Dec '95
Aminet10 *CD246* - Feb '95

Contains more ththan 1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet 7 CD more that 500Mb of new software has appeared. The current edition has a special focus on modules. More than 1,00 were included. Many modules are of a very high-quality and feature 8 voices. The excellent user-interface has also experienced further improvements.

CD Boot v2.0

CODE: CD117 **PRICE:** £24.99



CDBoot is a phantastic new product that enable you to use almost any CD32 games on an A1200 or A4000.

CDBoot enables you to automatically boot from booting Cds (CD32) with a standard CD-ROM drive.

With the **CDBoot** CDROM you can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game.

The Usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual.

Since the compatibility is very high, you can use more that 90% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga Freaks, who would like to enter the world of CD32 game!.

F1-Licenceware

CODE: CD233 **PRICE:** £29.99



Sick of the run-of-the-mill old releases containg collections from pre-1995

The ***F1-Licenceware*** CD contains the complete collection of F1 titles from 1 to 100.

Over 100 titles or more than 200 disks!. This CD is worth well over £500, if the disks were bought separately. **There's something for everyone** on the CD - games, utilities, tools, professional clipart, music, beginners guides, educational programs and much more.

Some superb material is contained within this CDROM:-

- ***Blackboard v3.0*** (image manipulation)
- ***Ultimate Quiz 2*** (general quiz), Word
- ***Plus Pro*** (originally valued at £15!)
- ***Fortress*** (strategy God game)
- ***Relics of Deldroneye*** (voted best PD game ever by Amiga Format)
- ***ERIC*** (voted second best PD game ever)
- ***Powerbase*** (databse program)
- ***GRAC*** (superb Monkey Island' style adv game creator with 1000's of copies sold on floppy)
- **Introduction to Workbench** (Best Seller!)
- **Absolute Beginners Guide to AMOS**
- ***Junior Artist*** (kids paint package)
- ***Tots Time*** (one of many kids programs).

Commerical Software

Use some of the professional music within your games, with no extra charges.

What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements.

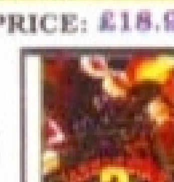
Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD.

Remember that the programs are commercial, with copyright owned by F1.

All programmers receive a royalty for every CD sold.

Assassins Games 2

CODE: CD211 **PRICE:** £18.99



For the Ultimate Games Experience play with the Assassins!

The **Assassins Games 2** CD comprises of hundreds of the latest Public Domain and Shareware games for the CD32, CDTV, and Amiga range of computers.

All the games are accessed via the easy menu system. The Amiga guide document provided gives you easy access to the games instructions and its possible to play them direct from the Guide.

The Guide also provides compatibility note for certain games with your particular machine. Also included are over 70 workbench games ready to play from the workbench.

Parnet and Sernet are also provided to allow access to the full contents of this compack disc on an Amiga with CD32/CDTV.

Over 18 products available upon request, call for details

ZOOM Release 2

CODE: CD234 **PRICE:** £18.99



The latest PD and the Latest CDROM from Active software Comes release 2!

If youwant the latest or greatest PD Software then look here! The CD contains well over 1,100 disks, over 640Mb's of data or 1.3 GIG's of Public domain.

New Search Routine
The Multi-tasking search/find will seek file names or numbers.

* Greatest & latest PD from October '94 to December '95: Utilities, Games, demos, Slide shows, Educational, Disk magazines, & more!.

NEW! - A selection of Active software Pro Packs
NEW! - All professional sound samples
NEW! - Over 22Mb of read-to-view/use magic Workbench icons etc.
NEW! - 100 Klondike/Card Games Deluxe sets

Global Amiga Experience

CODE: CD199 **PRICE:** £24.99



Test the best Amiga Software with many full versions.

Contain demoversions of commercially distributed software for the Amiga ***The Global Amiga Experience*** CDROM. The full Imagine program is a big plus. **A857 "92% Star buy."**

What do you get:-
* ***Some of the examples of demo versions*** - Caligari 24, XiPaint 3.1, PPaint 6.3, Image FX 2.0, Photogenics 1.2, Bars & Pipes 2.5 etc.

8 Full versions
Scala 1.13, Imagine 2.0, VistaPro 1.0, Distant Suns 4.0, The Edge 1.721D, X-Copy, Clarissa 1.1, Steuerfuchs Pro '93.

"Its Great value for money" Amiga Shopper

This CDROM contains 530Mb of demo and full versions of commercially distributed Software.

Meeting Pearls 3

CODE: CD224 **PRICE:** £8.99



Germany's most popular Amiga CDROM has grown by a new addition!

What do you get:

3Mb	CD-ROM Utilities
9Mb	Games
35Mb	Graphic Programs
21Mb	Communications & Networking
5Mb	Debugging Tools
29Mb	Development Tools
13Mb	Floppy disk, Hard Disk, & SCSI
8Mb	Educational Programs
10Mb	Packers, Crunchers and Archivers
39Mb	Internet Movie Database, Updated
7Mb	Midi Tools and Programs
27Mb	Music Modules
12Mb	Music Programs and Software
21Mb	Pictures
13Mb	AmiTCP and more for Networking
60Mb	Documention, CD Databases, etc
96Mb	PasTeX v1.4 - Not released before/
15Mb	Utilities
30Mb	HTML-Pages.

Hottest 1, 2, 3 & 6 Set

CODE: CD240 **PRICE:** £29.99



More than 2,400Mb of Software from PDSoft's main library.

Quad Disc Set (4 Discs)

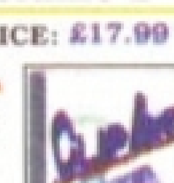
The Public Domain and shareware software on this disc dates from **Jan 1988** to **Dec 1995**. Thats our first 3 cdrom disks (not released before) and our latest release for less than a commerical game would cost.

All the disks have been packed with DMS to retain the original disk format and contents and it comes complete with an easy to use menu system.

The CD's Contain some of the best and most original Amiga Mega Demos, Games etc you will ever see.

Pro Clipart Volume 2

CODE: CD053 **PRICE:** £17.99



Come with a 250 Page Book

is ***crammed full*** of clipart & related software. Every one from Juniors to adults will simply love flicking through the 250 page book selecting the pictures desired as you go, instead of loading a viewer

Directories such as Animals, boys, cultural images, floral and natural images, girls, holiday images, literary figures, mythological images, scenery, transportation, and work images. The disc contains drawings of bears, cats, dinosaurs, dogs, insects, horses. Cultural images from Egypt, Japan, Native Amer-icans, Polynesia, Persia are also included on the disc. Floral & natural images include blossoms, planets, sky, the sun, trees, and weather.

Network 2 Package

Code: CD235 **Price:** £39.99+£2.45



Get connected - CD32 to Amiga.

The ***Network Package &*** CDROM. **Wierd Science.**

*** Network CD 2 £14.99**
*** Sernet Cable £25.00**

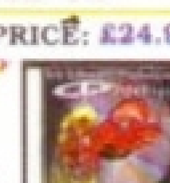
* ***The Network 2 CD and Cable*** combination allows the connection of the ***Cd32 or CDTV*** (CDTV only to be purchabed with Network CD Vol 1 please Ask) to any Amiga. This connection enables a communications channel between the two machines, thus allowing the transfer of files from one machine to the other. Put simply you can gain access to the CDROM drive on the CD32 and use any of the normal CDROM utlies within this ad.

File Transfer If you have a directory Utilities such as Directory Opus, Sid or, DirWork the access to any CDROM's files is simple. (DirWork [Shareware] is currectly on the CD).

Postage & Packing by Recored Delivery **£2.45**

Eric Schwartz CD

CODE: CD229 **PRICE:** £24.99



Eric Schwartz needs no introduction to any Amiga Animation fan!

As you may have already gleaned from the title, this is a CD-ROM of pretty much the complete collection of pictures, an"nations and relatedfiles by Eric W. Schwartz.

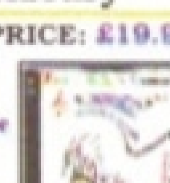
There are directories for animations, pictures, 3D object files, icon files, & more that hopefully will interest you. Also included is a special "Artists" section with material by other artists whom I've has come in contact with over the years. These artists you may have heard of, while others are new to this medium, but I'm sure you will enjoy all their work.

An Amiga Library Serives CDROM By Eric Schwartz and Fred Fish.

Content Warning

The Sound Library

CODE: CD101 **PRICE:** £19.99



Over 1,000Mb of the best quality Sound Files.

Its a *Double Disc Set* with the most comprehensive collection of sound related software to date.

What you do get:

- **MIDI** - files various formats.
- **Over 6,500** Music Modules.
- **Over 1,000** Music VOC Files.
- **Over 1,000** Music WAV Files.
- **Over 1,000** Music Samples.
- **Ready to Run** - 100's of Music reltaed software packages, Editors, Mixing, Converters, Sequencers, Drivers, Players, Trackers, etc.

Latest Whoop-it for windows, Drum Blaster, Tetra sequencer, Blaster Master, Windows sound utilities, Trak Blaster, Accu Music system, Multi Media Jukebox, Cinema, MOD4Win, Music Sculptor, Surfs UP, PC Drummer, and much, more.

Sci-Fi Sensations

CODE: CD207 **PRICE:** £18.99



is an exciting new *Double Disc Set* Containing over 1000Mb of Science fiction related software.

The Sci-Fi Contains Images, Music, Animations, 3D objects (Imagine & Lightwave), Sound FX, Documents, Tunes, Information and Games.

Catories include:

- Babylon 5.
- Star Trek
- Deep Space 9
- Batman.
- Robocop
- Aliens, 2001
- Tron
- Thunder Birds,
- Next Generation
- Voyager
- Dr Who
- Bladerunner
- Battlestar Galactica
- Total Recall etc.

All ready to run direct from the CD

Images, Games, Clipart, SCI-FI Fonts, Information, WallPaper, Stories, Music, Samples, 3D Objects, Game Graphics, Tools, and Animations in FLI, FLC, ANIM, Movies, AVI, Mov and MPEG formats.

*** NOT PART OF ANY SPECIAL OFFERS**

Turbocalc v2.1

CODE: CD218 **PRICE:** £9.99



is the unique software solution that defines a new standard.

Experience is nearly unlimited capabilities in all relevant catorgories. ***Turbo Calc v2.1*** CDROM.

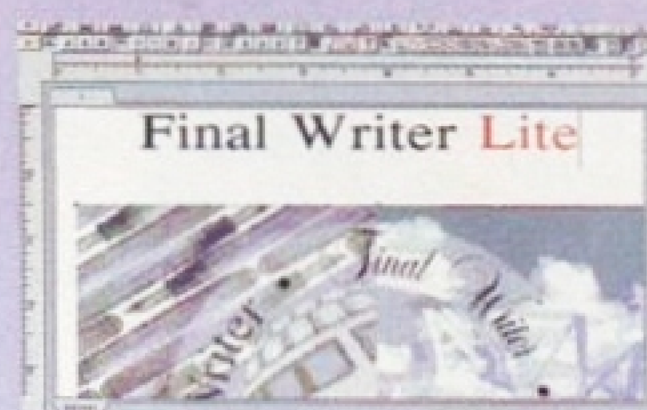
Design - Extensive formatting options, all supported font formats allowed, no colour restrictions, various cell frames etc.
Functions - More that 100 functions covering arithmetical and financial needs.
Diagrams - All common chart types supported, footer and header, legend and axis labelling, output as IFF-file or graphic printout.
Printout - Out in built-in printer font (draft mode) or as freely scalable graphic (requires OS2.0 or higher).
Technical Characteristics
Sheet size limited by available memory only, no restrictions in sheet or windows quantity, import of foreign formats supported (eg MS Excell), detailed amiaguide manual.

• Pay By Credit Cards, Cheques, Postal Orders, Euro Cheques & Switch • All Prices include VAT • All phone Orders sent By 1st Class Post the Same Day.

1 Order Over £60 & get any 4 of the cut price CD (avove) free

2 Order over £25 and get anyone of the following titles free of charge - Euro Scene - BCI Net 1 - Illusions in 3D - Professional PCX 1 - Terra Sounds - The Beauth of Chaos - World of Sound - Essional Utils

Simple to use, but incredibly flexible, why not find out what *Final Writer Lite* can do for you?



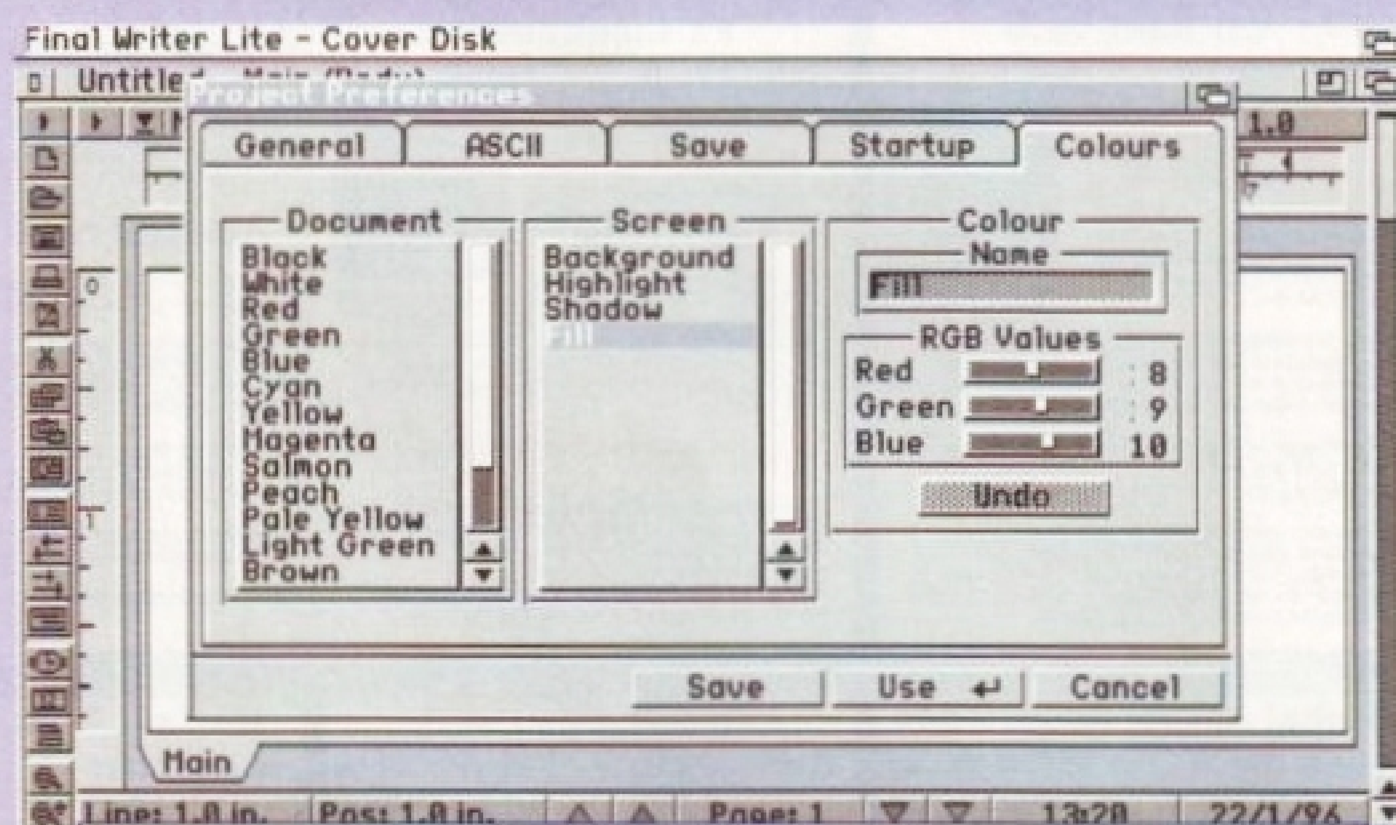
Final Writer Masterclass

Take control of your coverdisk, as Nick Veitch hosts a new series showing you how to create impressive documents.

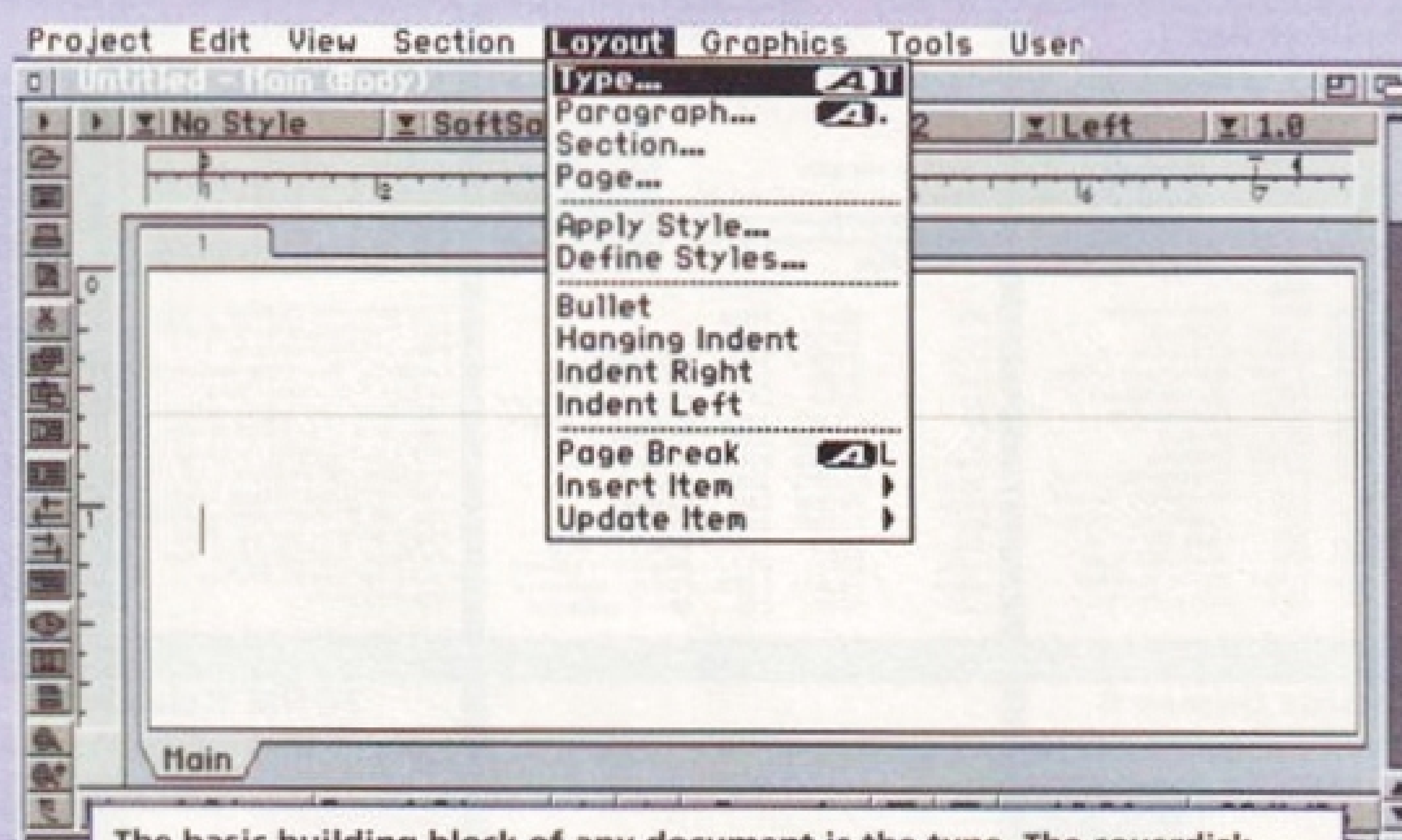
Final Writer Lite is certainly one of the most exciting coverdisks of recent times (at least as good as last months excellent *Blitz Basic* package). So, over the coming months, I am going to show you the ins and outs of the software, demonstrating some of its most powerful features and showing you just what you and your Amiga are capable of doing.

Don't worry if you don't know very much to start off with. I'm sure we'll be covering topics which everyone will get some benefit from and even if you are an old hand with Amiga word processors there's bound to be something you hadn't come across.

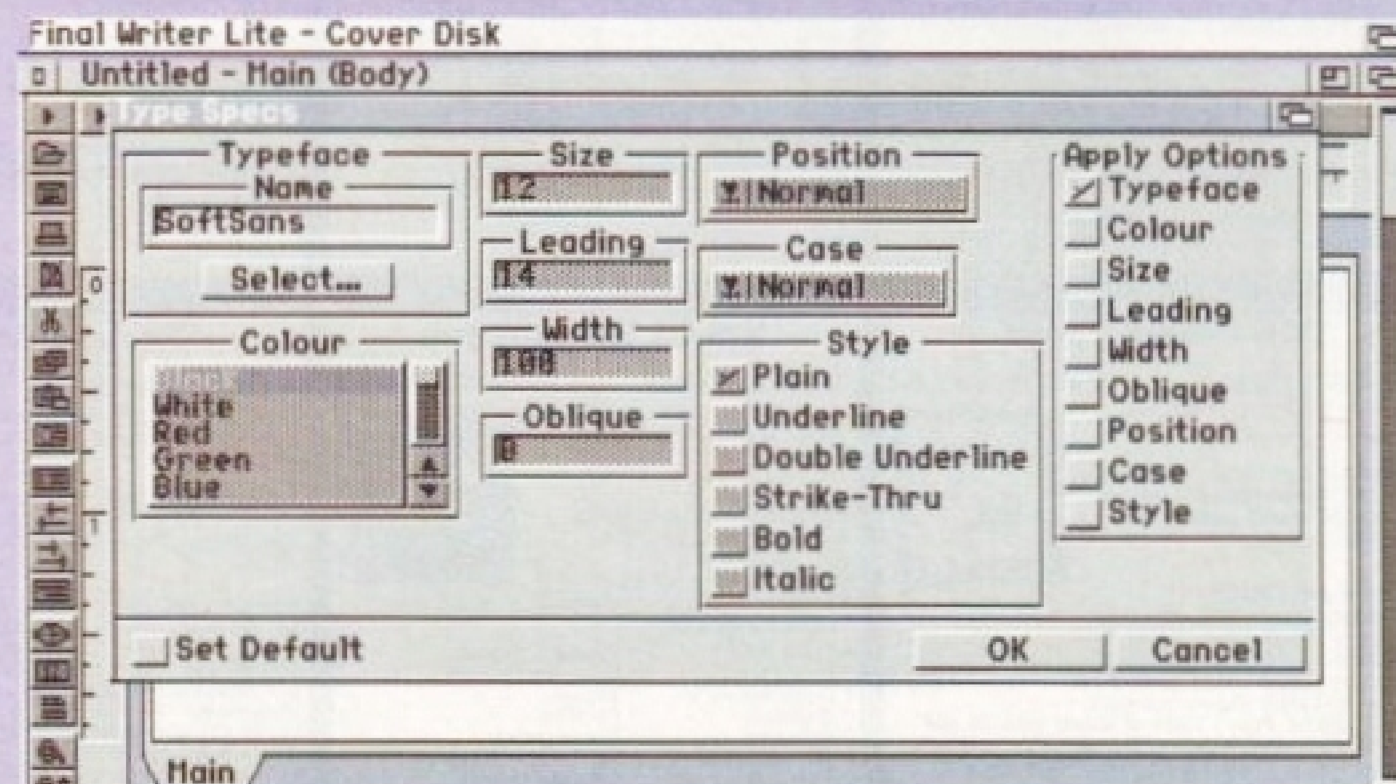
To start off, we will be looking at the most basic unit of a wordpro document – the words. So start up your coverdisk and get going...



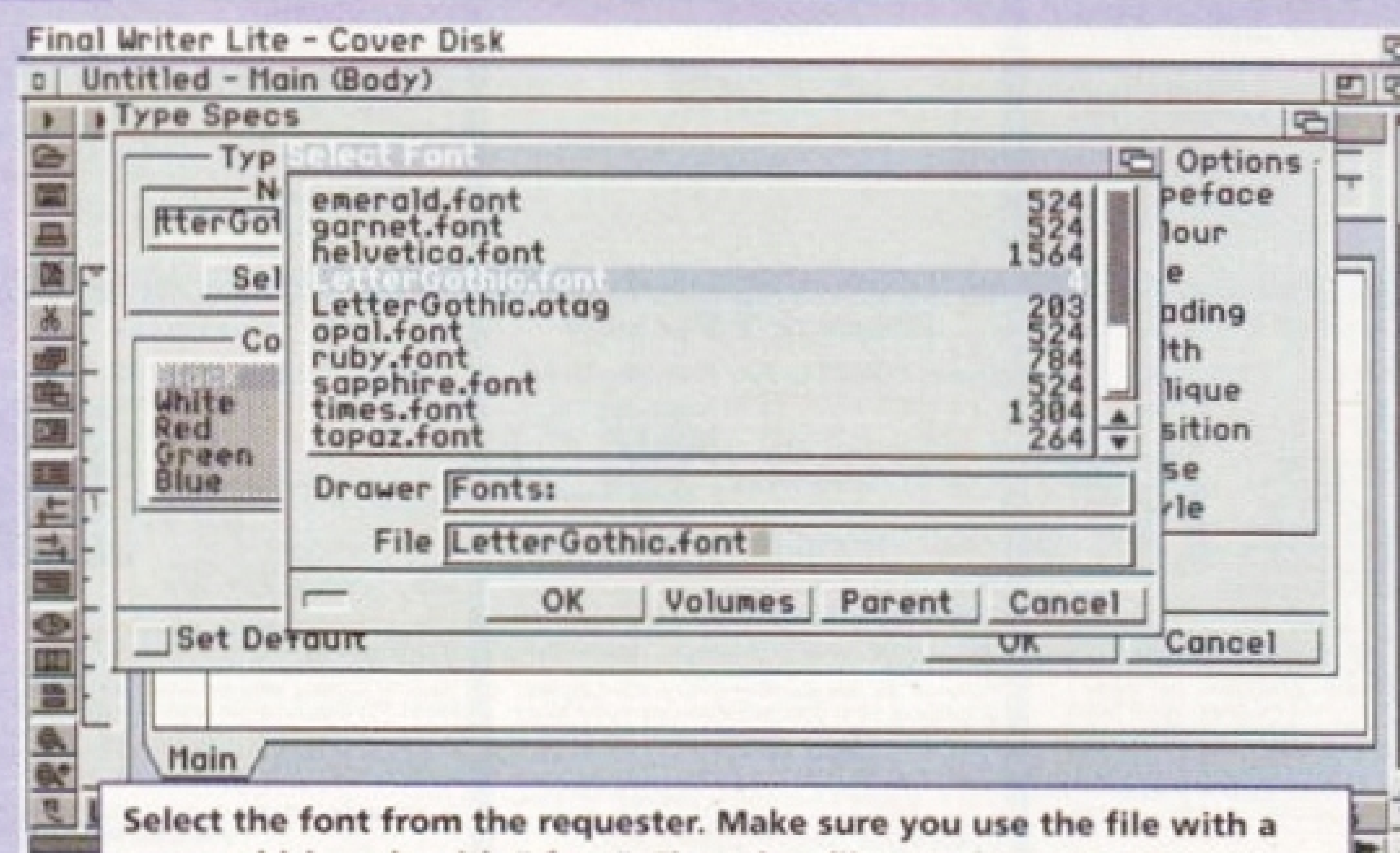
1 Before you start, it is probably a good idea to look at the Preferences menu. From here you can set specifics like the date format, default tab settings and the standard colours – be sure to choose a combination you will be able to read properly on your TV or monitor.



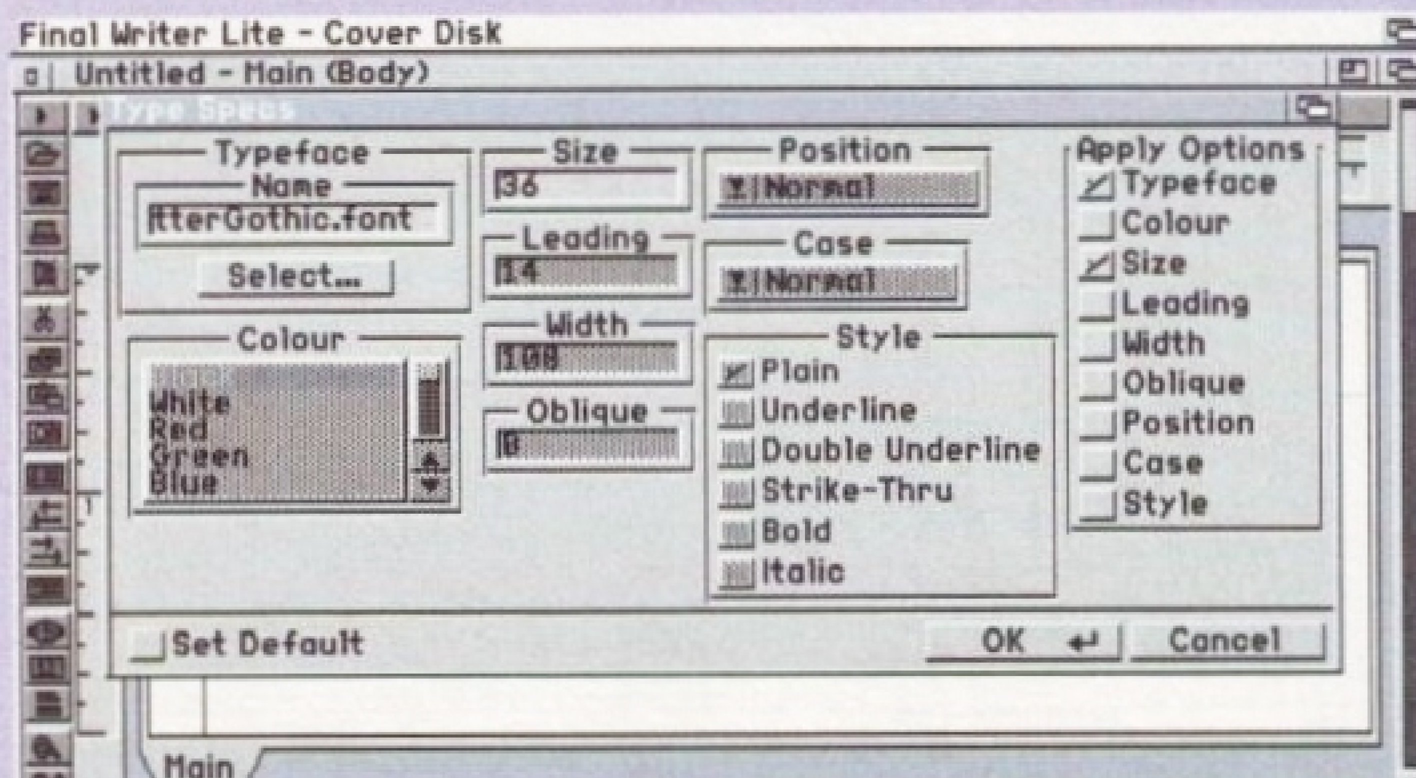
2 The basic building block of any document is the type. The coverdisk version of *Final Writer* comes with two scaleable fonts in varied styles. Two fonts may not be enough for the more adventurous, but you can get more from Softwood, or even use some fonts you already have.



3 From the Type requester, clicking on the "SELECT" button will bring up a file requester allowing you to use other scalable fonts. *Final Writer* will not work with bitmap fonts, but you can use Compugraphic fonts included in WB 2 and up, such as CG Times and CG Triumvirate.

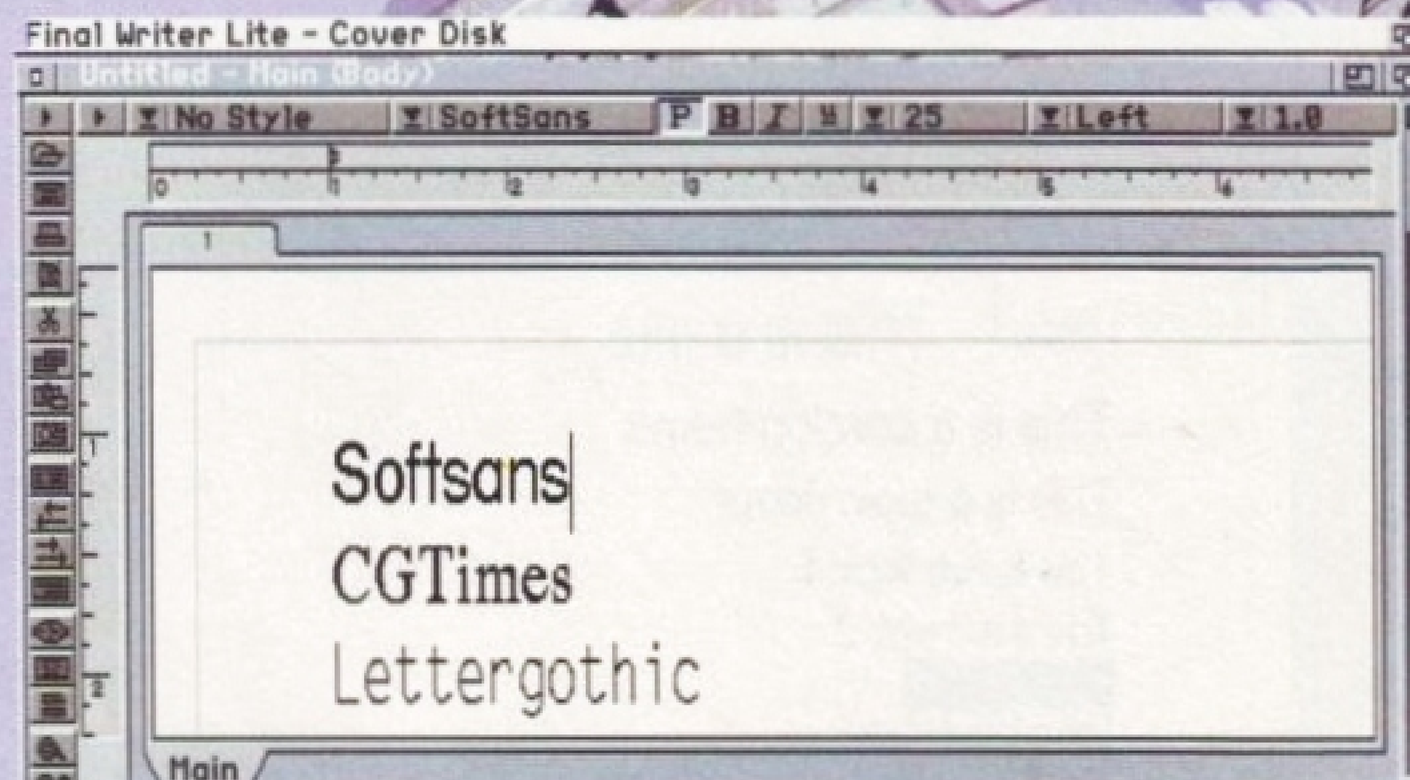


4 Select the font from the requester. Make sure you use the file with a name which ends with ".font". The other files are for use with Workbench only, and will not load into *Final Writer*. The program will now use this font, and it will appear on the list of available typefaces.



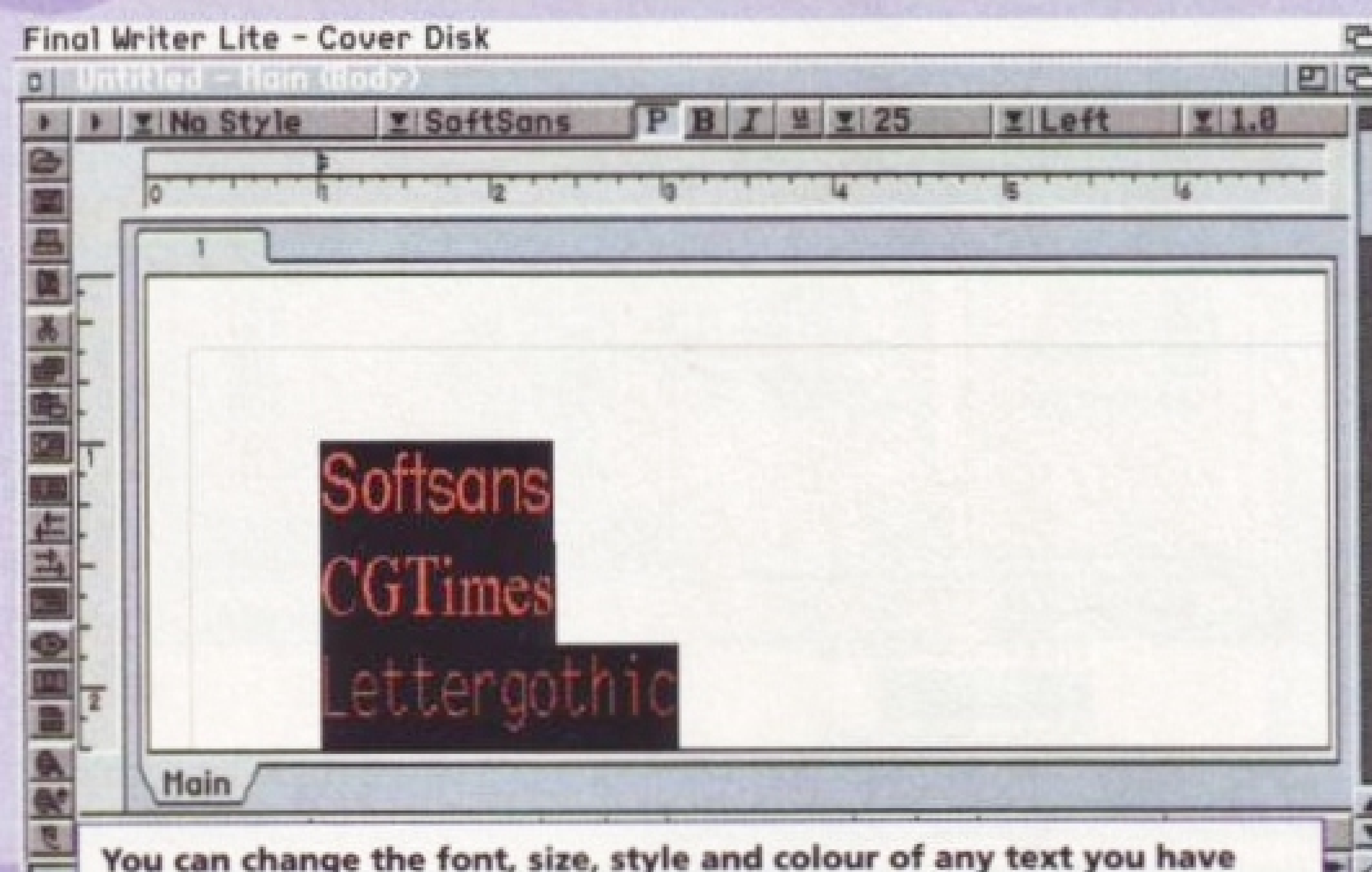
5

Note that although the font can generate any point size, you cannot use it in bold or italic styles. If you choose either of these styles, the displayed font will not change. You need proper bold and italic versions of the font for this.



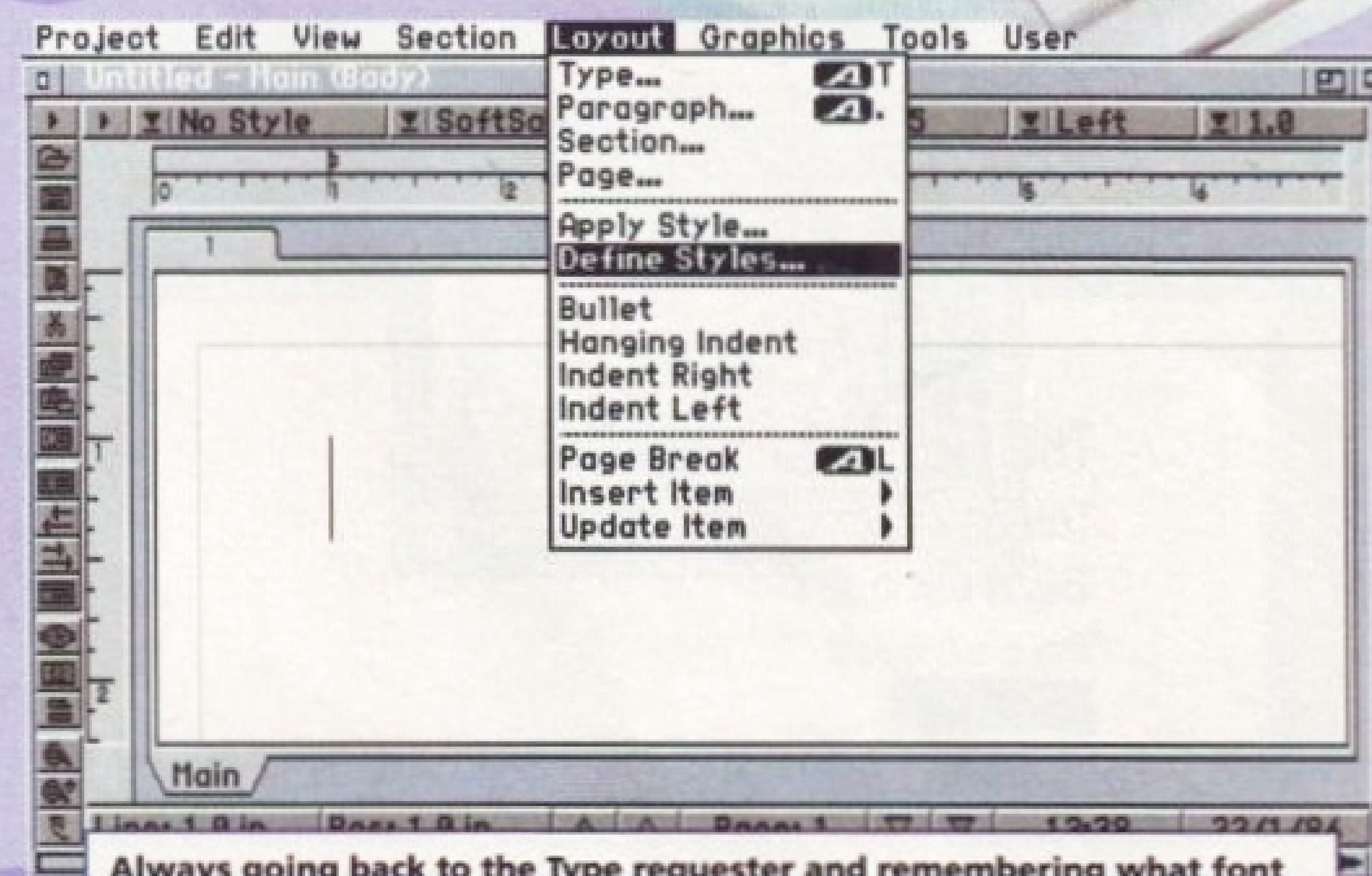
6

By selecting different typefaces, you can mix different styles and fonts within your document. It is a good idea not to go overboard though, and really you should not be using more than two or three fonts in any one document.



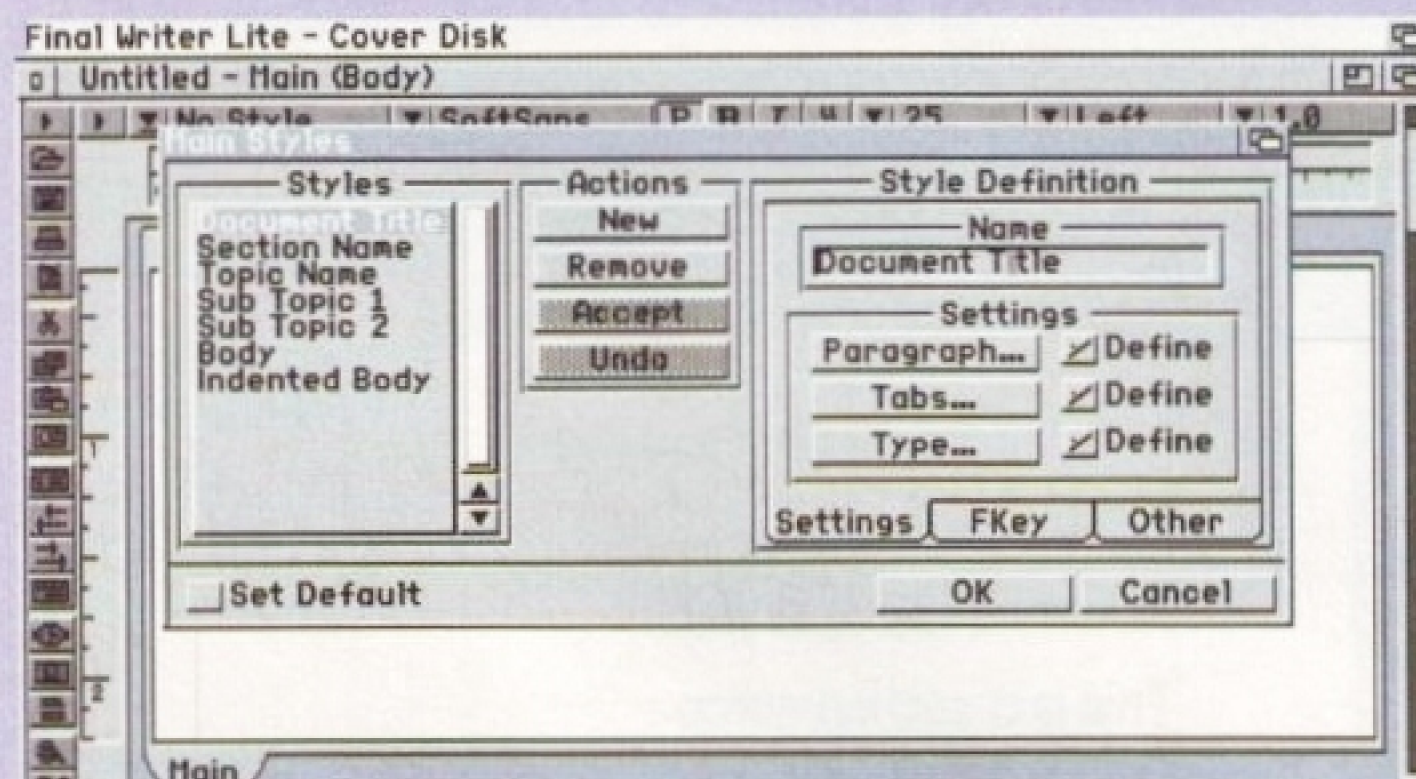
7

You can change the font, size, style and colour of any text you have already created by selecting it (drag the cursor over the text while holding down the left mouse button) and choosing the Type menu again. You can select words, lines and paragraphs by multiple clicking.



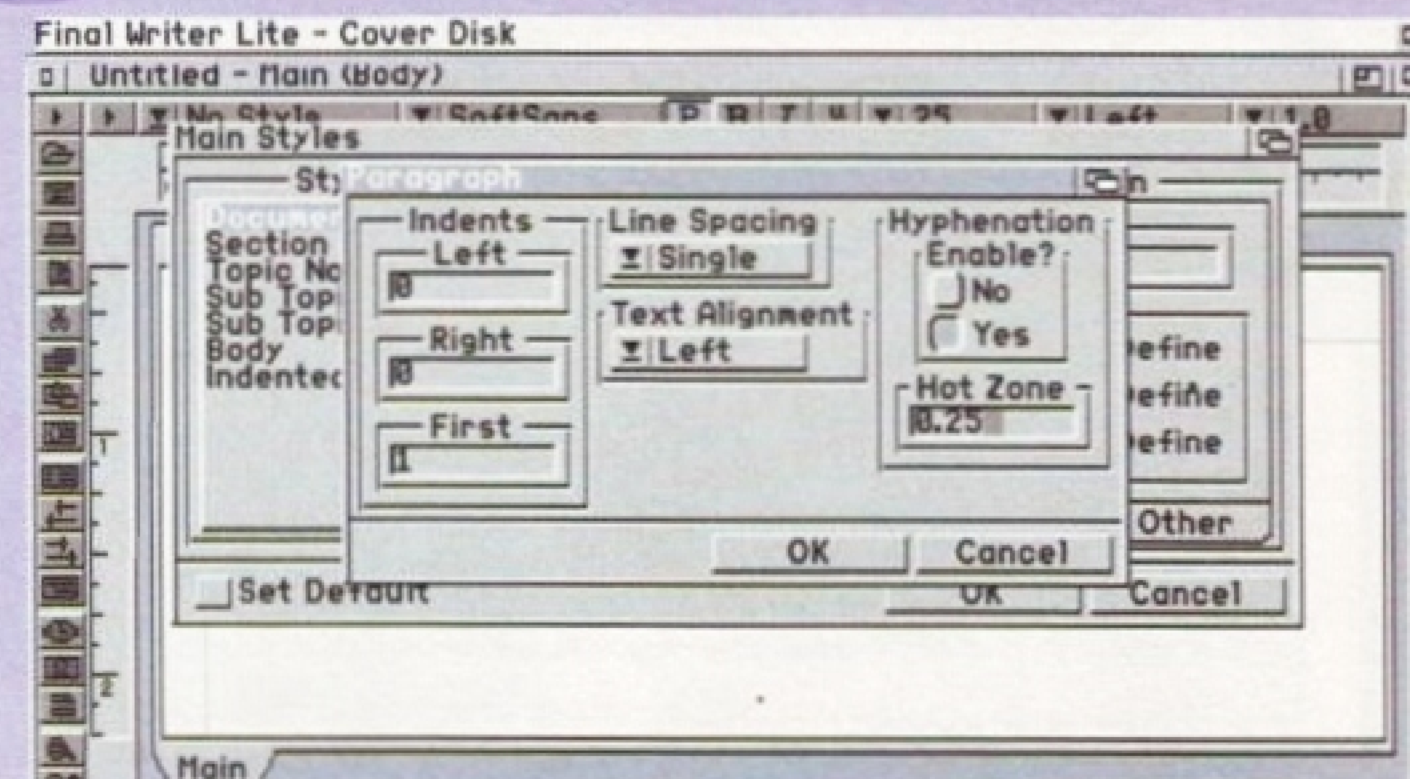
8

Always going back to the Type requester and remembering what font in what size and style you used is tedious. For this reason, *Final Writer* allows you to define styles which you can apply to any selected text. This is a powerful feature, so we will spend some time exploring it.



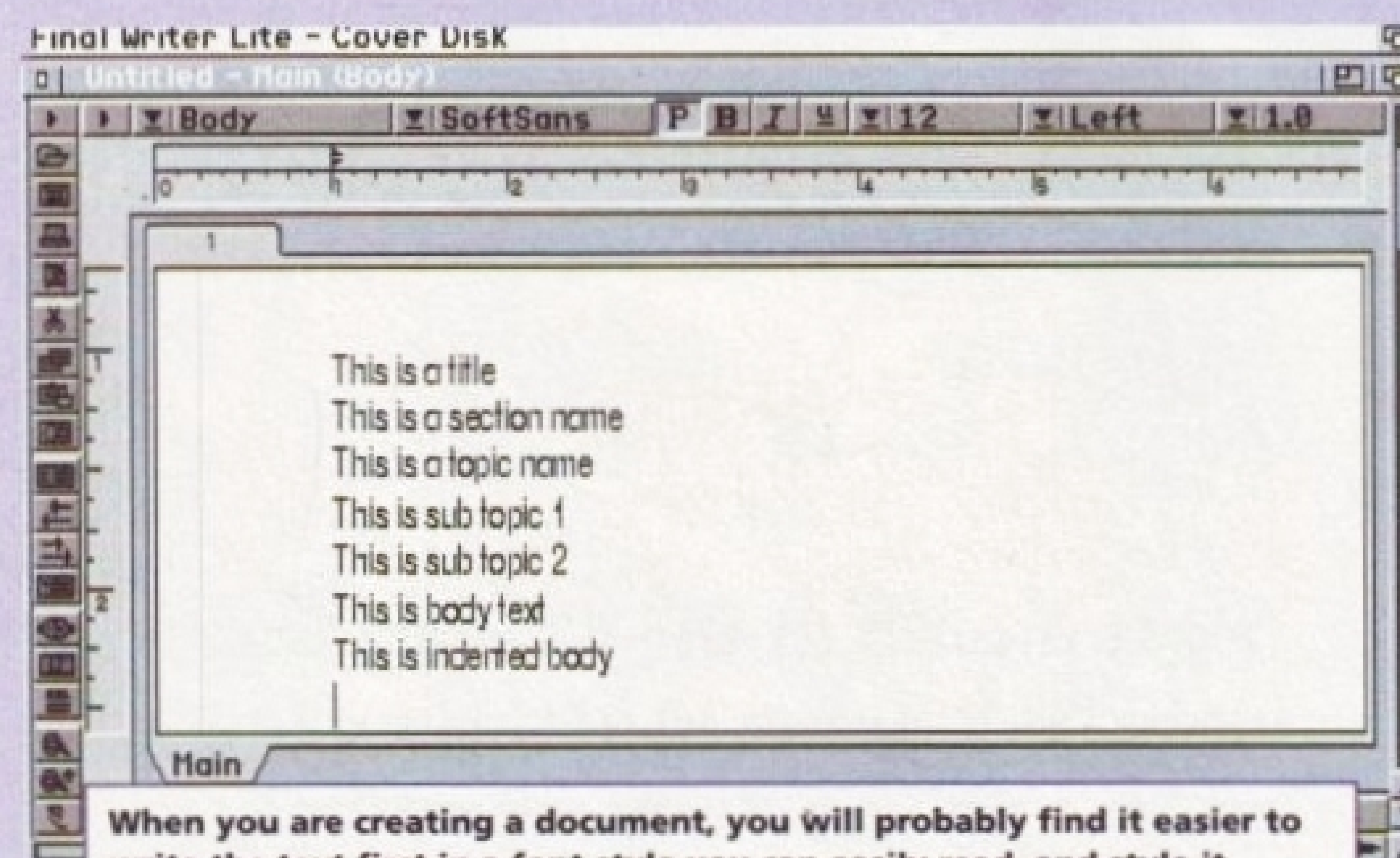
9

When you define a new style, this window will appear. You should find some default styles are already here – you can remove styles by selecting them and clicking on "remove". To create a style, click on the "new" button. Attributes can then be set via the buttons on the right.



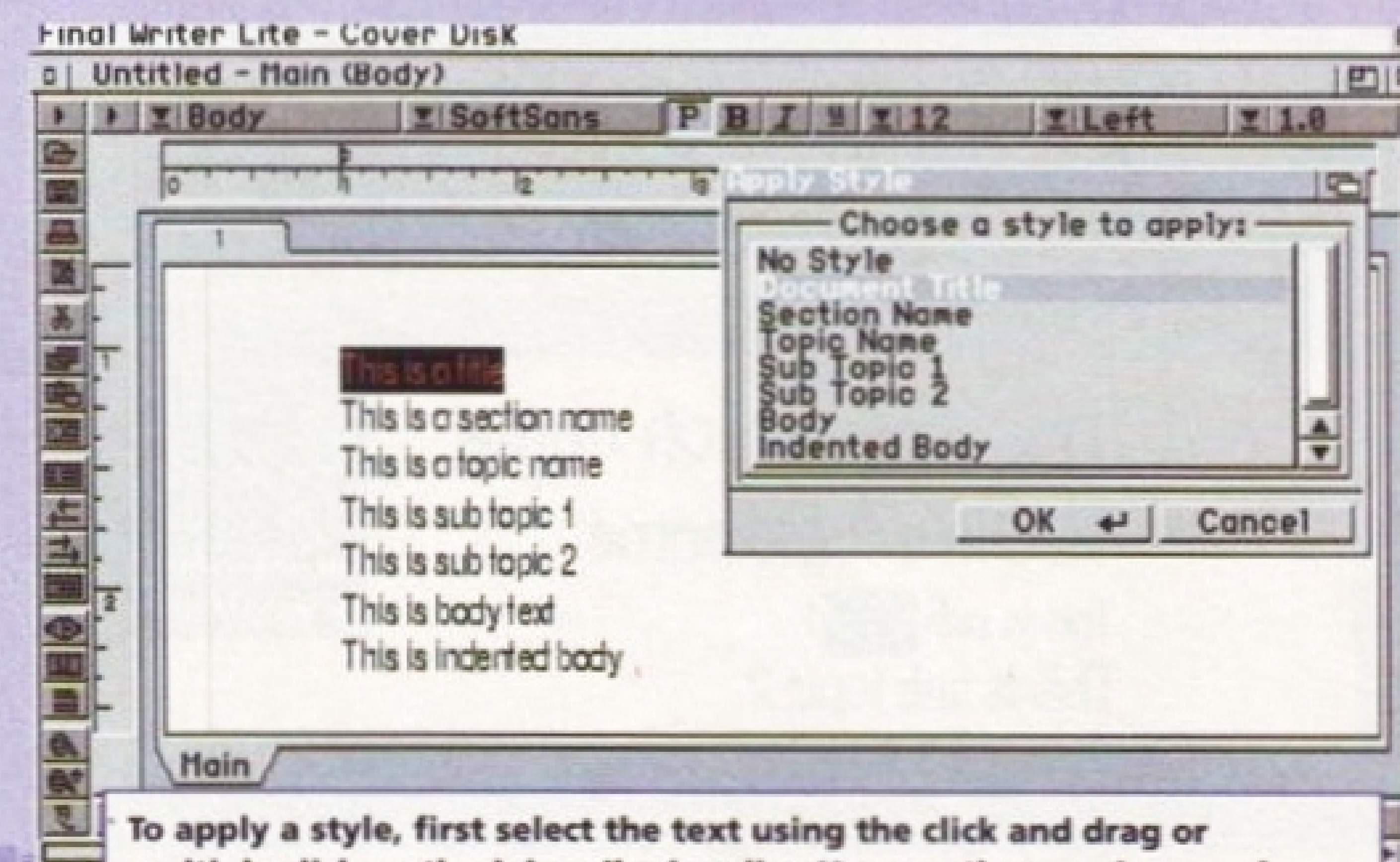
10

As well as font attributes, you can also set default tabs, line spacing, text alignment, hyphenation control and just about anything else. For advanced use of *Final Writer*, the paragraph styles are just as important as the font styles, so experiment with these settings.



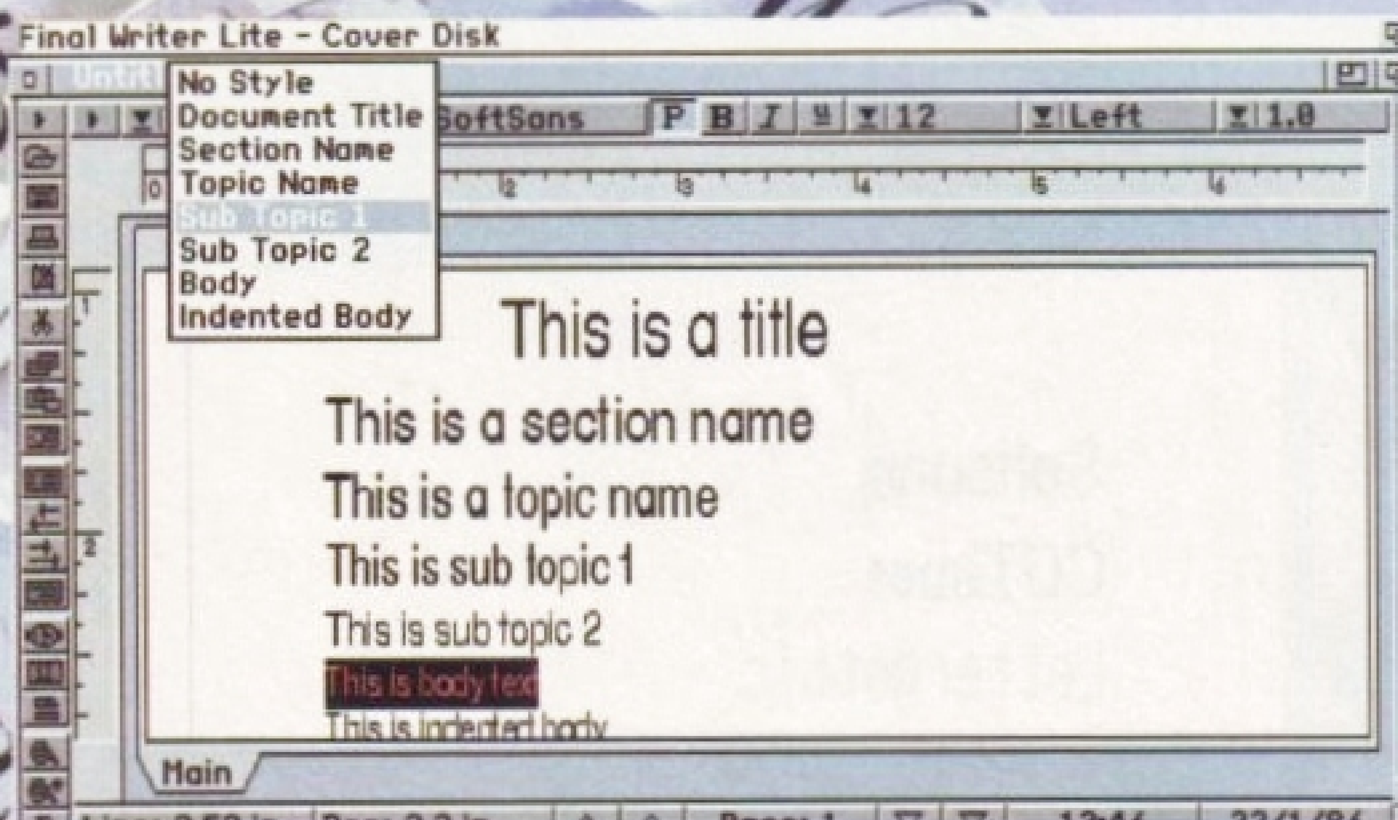
11

When you are creating a document, you will probably find it easier to write the text first in a font style you can easily read, and style it afterwards. Although you won't see how the document will appear while writing, you will be able to easily read what you have written.

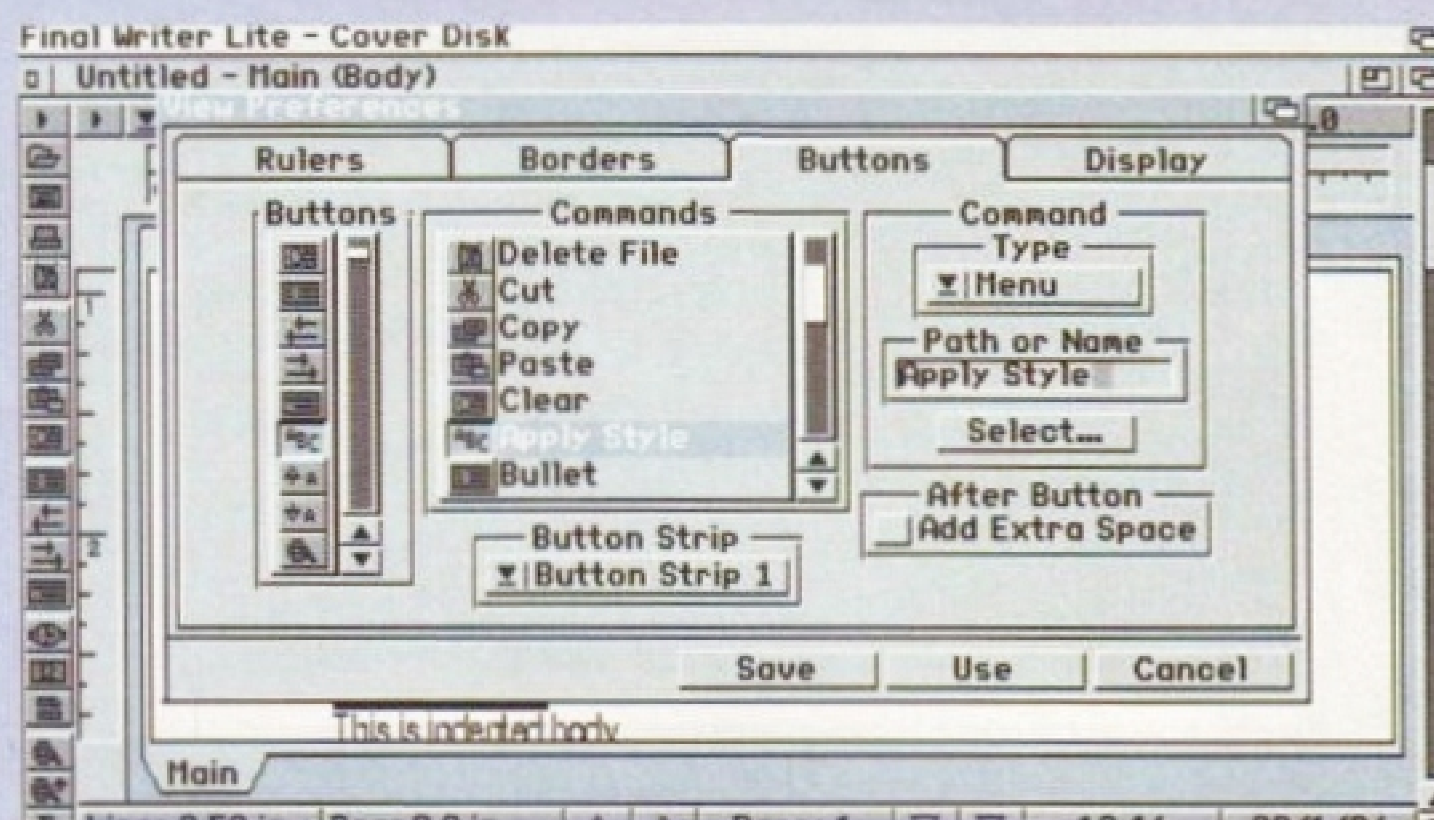


12

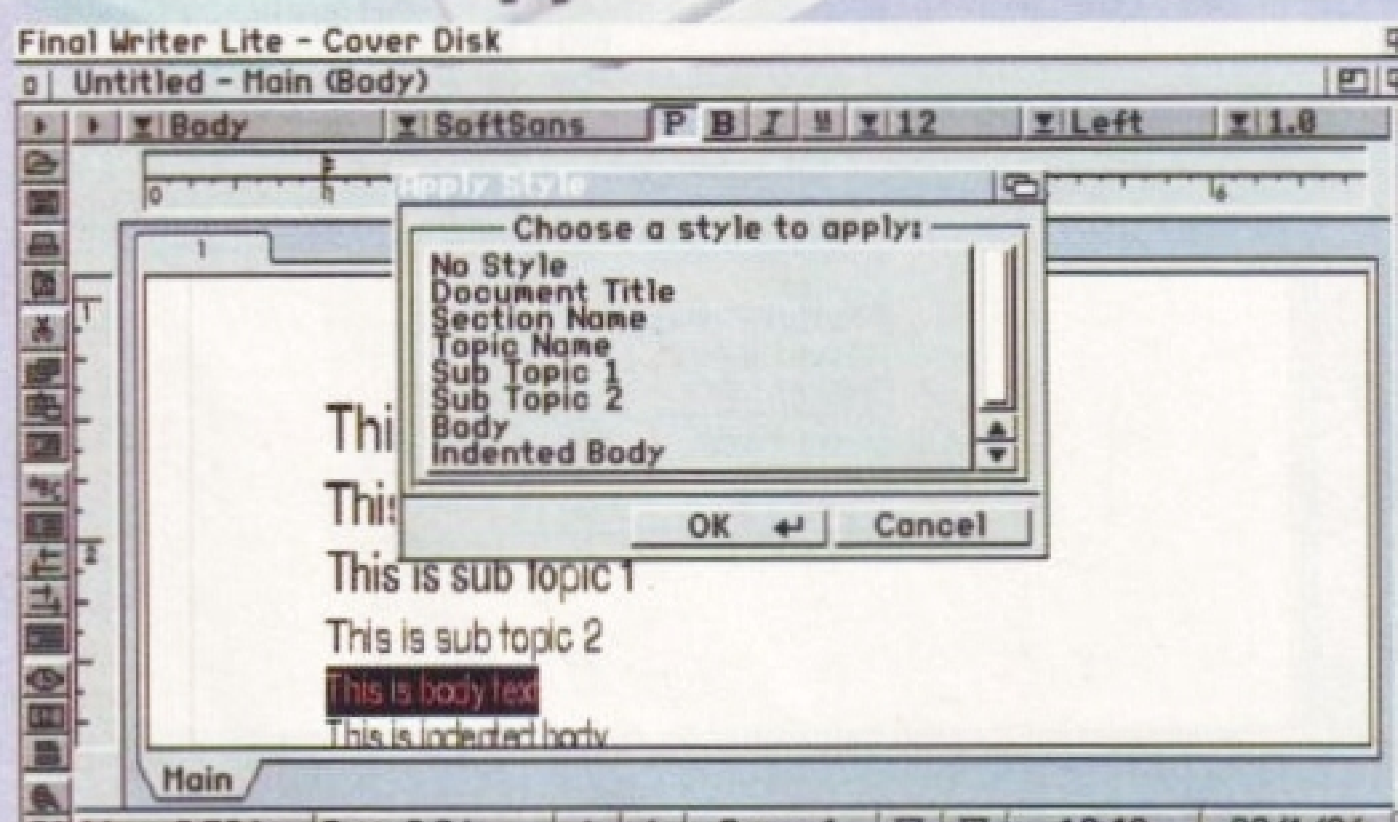
To apply a style, first select the text using the click and drag or multiple click method described earlier. You can then apply one of your styles by choosing Apply Style from the menu. A dialog box will then appear – select the appropriate style by double-clicking on it.



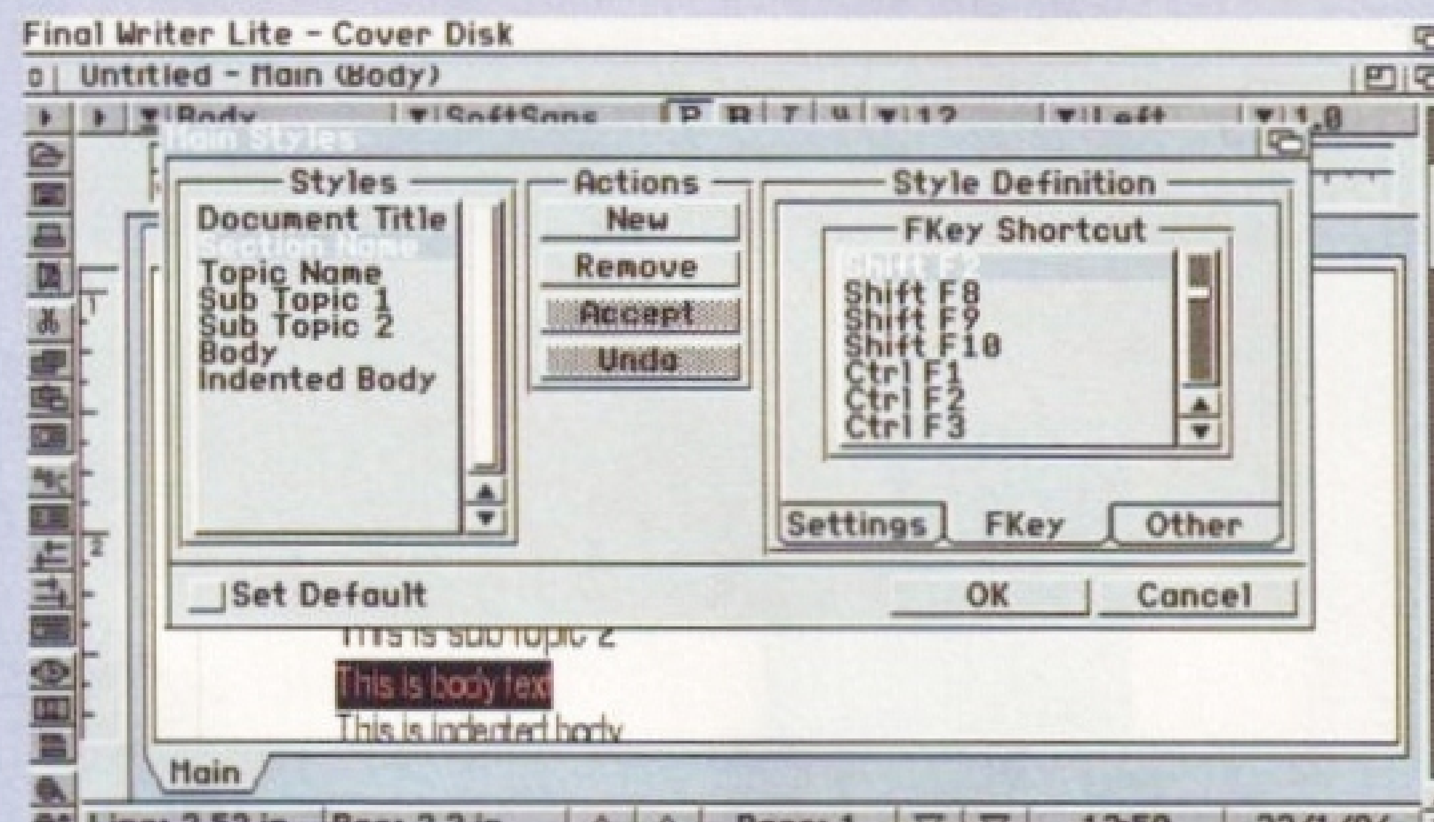
13 Because even this can get tedious, you will also find a style list on the top function bar. Simply hold down the left mouse button and move the mouse up and down through the list to select a style. Incidentally, it is a good idea to print out a list like the one shown for reference.



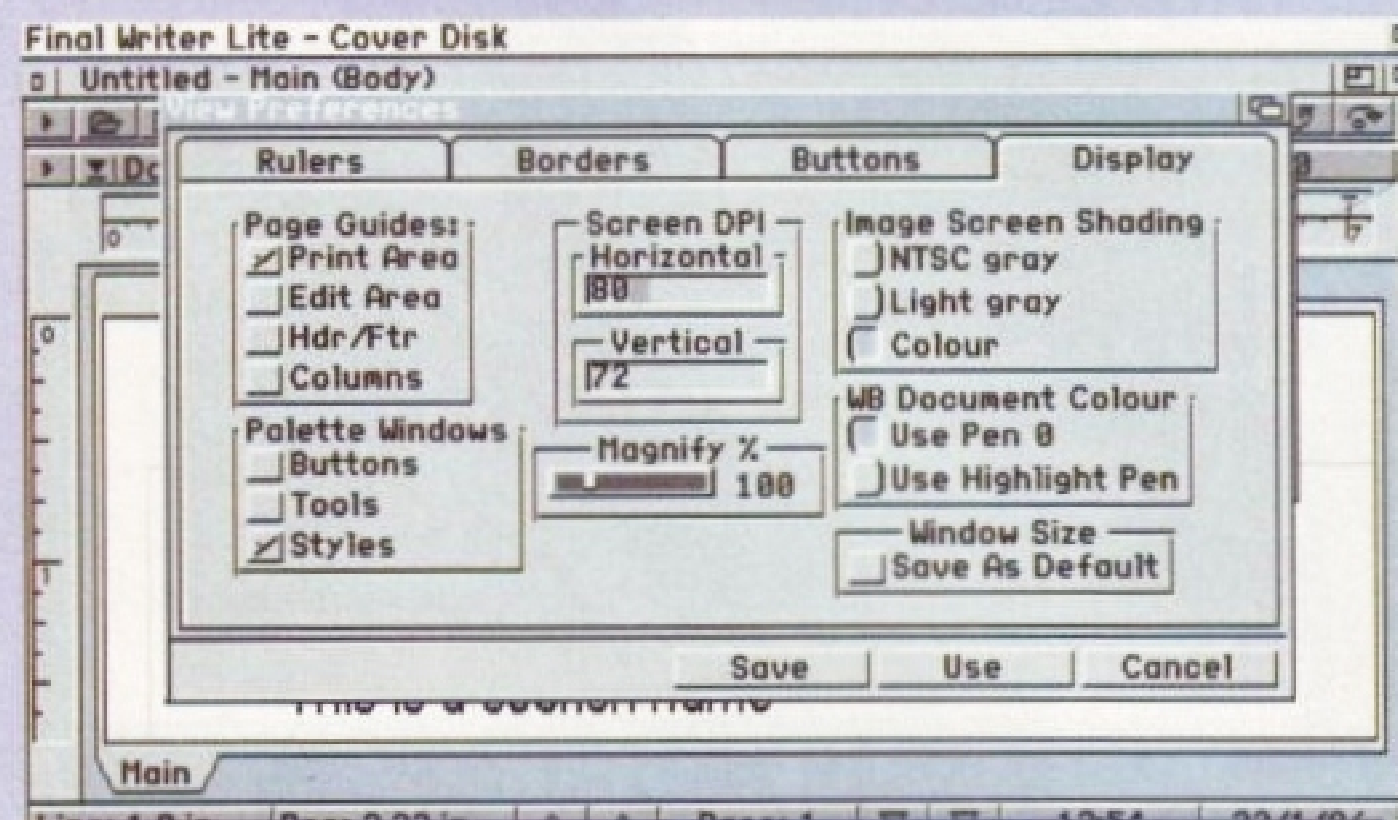
14 If you would rather access the styles from the side bar, you can create a new button to access "Apply styles". Choose General Preferences from the menu and click on the button folder. Drag across an icon from the bar on the left, to the window in the centre...



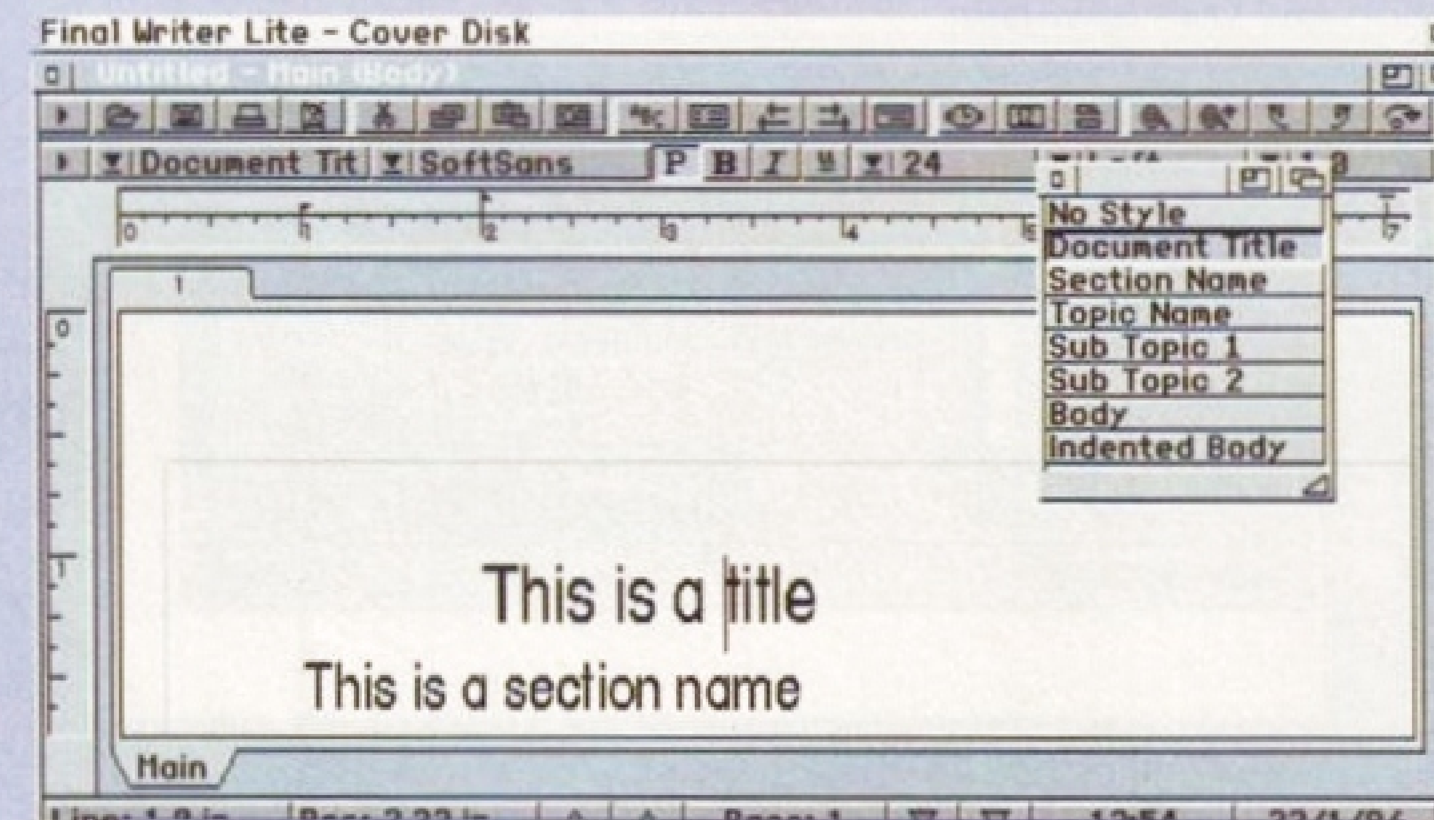
15 Click on the Select button and you will see a full selection of menu functions – choose "Apply Style". When you go back to the main screen, you will see the new button. Click on it, and you will get the same requester as if you had chosen "Apply Style" from the menu.



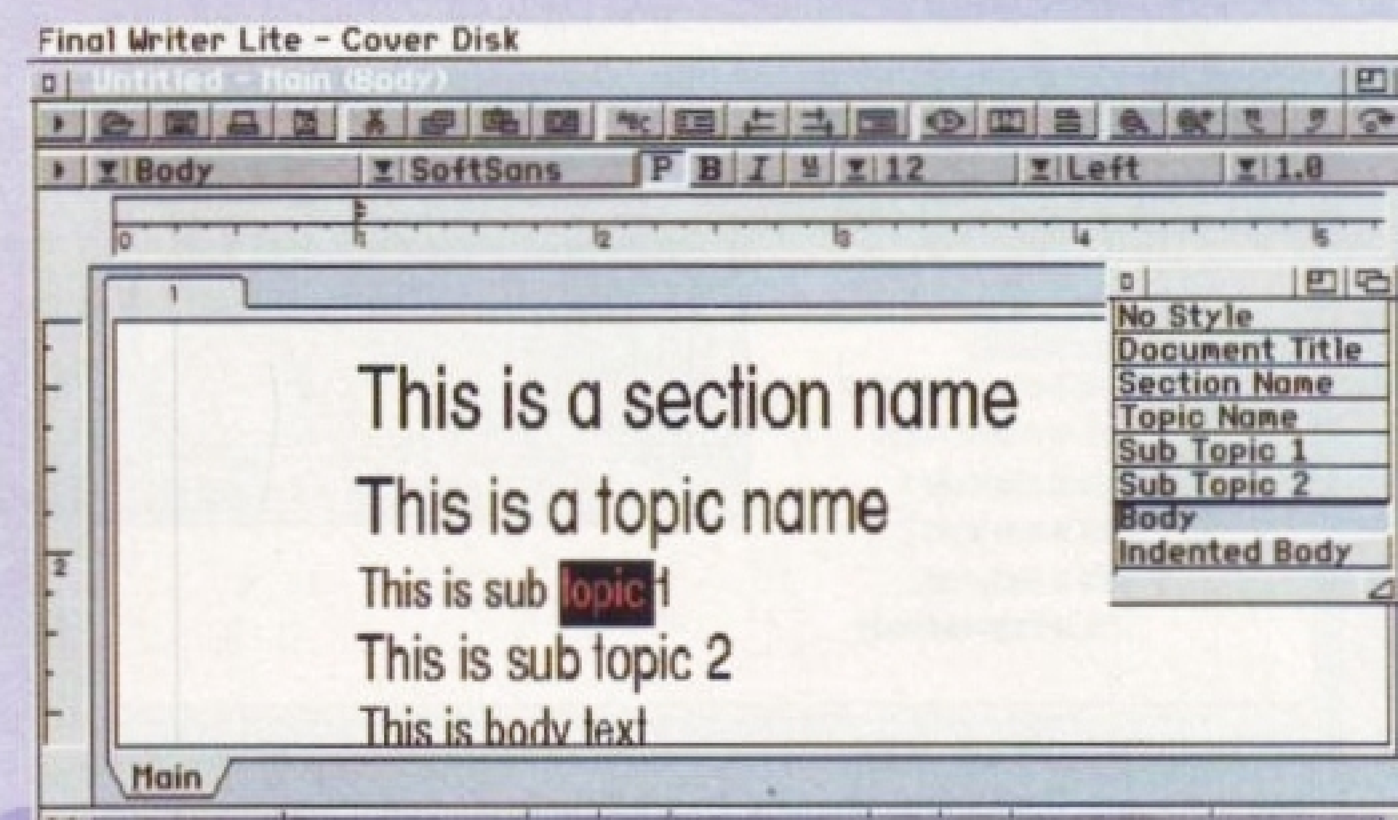
16 For real speed though, the best thing to do is assign a function key. In the "Define Style" requester click on "FKey" and you will now see a list of key combinations. Highlight the one you want to use and click on "Okay". Now you can change styles without using the mouse!



17 But it can be hard to remember what key does what. Fortunately, there is yet another way to change styles. From the Gen. Preferences window, click on "Display". In the bottom left you will see three buttons under the heading "Palette windows".Turn the Styles button on.



18 Now you have a floating style palette on the screen, which stays open all the time (unless you choose to close it). This is possibly the best way to apply styles to a document. Although you may settle on this method, at least you have seen how flexible the software is.



19 Don't forget that the styles apply to paragraphs, not just the selected text. To change a single word or part of a paragraph, you will have to choose the new font, size and so on from the type menu.



Next month in the Masterclass, we'll be looking at Master pages and how to use them effectively to take the hard work out of common documents. See you then.

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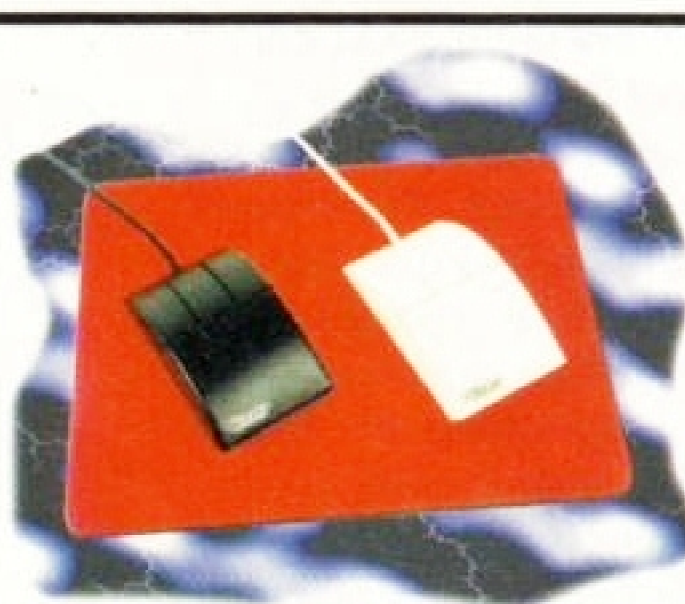
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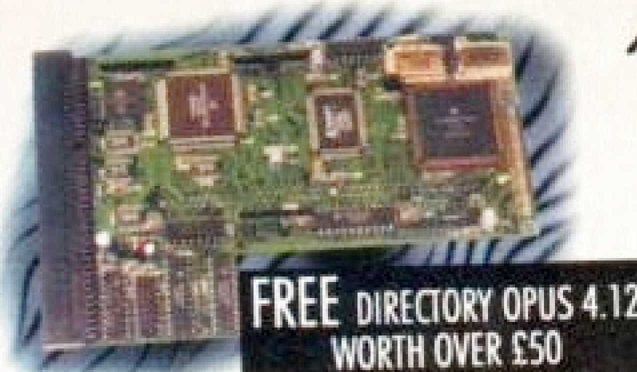
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Drawing a wage

It's down right exciting when you are taking a crack at entering the software industry. Getting your graphics into games. Can't be bad. To help you get a feel for it, Jason Jordache saunters through in this, the first of a series dedicated to artists.



What do you do for a living? I draw. The future brings change to everything, even the very foundations taken for granted we base ourselves upon. Consider how in time technology will replace those who at the moment consider their skills safe, it is worth thinking of something that will still have prospects in the coming years.

The creative streak will survive until machine intelligence finally takes over. The artist is a link in this creative chain. He knows not where his talent will eventually lead him.

With increases in graphics capability so sprang from the egg... the computer artist. He likes how his work glows on the screen, how he can change absolutely everything upon a whim. He directs the energy through the machine, aiming to craft original work, in our case, into a games environment; which at best is entertaining and inspirational but at worst a complete mess of crap programming and crap art, scoring two percent in an Amiga Power review.

If you like art, if you can draw, there lies an investment at your finger tips to earn a buck and survive tomorrow through grabbing a pencil and using the talent. Much of what you are about to read over the coming months will aid more than just the artist.

THE SOFTWARE INDUSTRY

By the end of our adventures we will have ventured into the software industry, probing its depths for hidden secrets and general knowledge.

We will have interviewed the big boys, followed what goes into a great game from start to finish, how they go from the spark of an idea to life selling on the shelf, gained inspiration and food for thought, discovered what's best to draw, created autobooting disks, understood Special People and entered our work into the Public Domain for thousands to find.

We will have learnt the art of successful letter writing, tried to defeat laziness if we can be bothered, and felt the breath of our foe. There will also come colour tables, drawing techniques and ideas, but little on using inbuilt image manipulation tools in art programs.

The software industry, for our purposes, is the place where games are made. In the same way we envisage Hollywood as this glittering, glossy, glimmering arena where dreams come true, we tend to apply the same imagery elsewhere. The reality is always different from your assumptions and you discover it was a bunch of normal guys all along.

We hired Martyn Brown to start the investigation off. To take a glimpse at what the software industry involves. It so happens he is the main man at Team 17, the software house which sprang from 17 Bit Software many moons ago. Team 17 who keep high standards with their games, which include the *Alien Breed*

series, *Project X* and *Worms*. Calm, relaxed, he has the power concerning your artistic future within his empire.

THE POWER

Martyn, what advice do you have for young hopefuls who wish to get into the industry?

"It's an extremely common question and it depends what stage they are at. There's a broad spectrum of different people trying to get in at different times, all with varying levels of experience. We get a lot of 15 to 16 year olds who are just about to do their exams and are wondering what exams they should take. For us, the actual college qualifications aren't really of a great interest. It's the enthusiasm, motivation and raw talent that we are looking for. There's no easy answer really, it's a case of having a look at what people can do and seeing if it interests us, if it does then we can talk some more."

A tutor once gave a lecture about his experiences with art. Armed with his folder of work he went for an interview where he mentioned he had a university degree in illustration. The interviewer said he couldn't care less. The world of art, in all its forms, is one of the few areas where you can have as many qualifications as you like yet you are judged on the work you have done. Bear that in mind if the main reason you were going to art college was for the certificate.

That is not to say going on to further education is pointless. The major bonus is the contact with other similar minded individuals, helping to heighten your own abilities. And remember, you might have been one of the best at school but you are one of many now, some of whose skills will surpass your own.

There are talents to envy and so new goals to work towards, spurring you on to improve. Being surrounded by other creative people brings it out in yourself.

What is the basic starting wage for someone with no experience in games?

"We don't have any people like that," says Martyn. *"We will not take anyone at all unless they know what they are doing."*

From the way he said it you could be mistaken for thinking he has been let down in the past. A good way to get a bad name is to be unable to produce work on time, missing deadlines, whatever industry you happen to be in. You might want to make a good impression and not give yourself enough time to do a good job, or say you can complete a task for the same reason and end up pressured and unable to perform because you have bitten off more than you can chew.

Is that common with other companies?

"A lot of them do take on trainees. Unfortunately we don't feel there's that much talent to play with. It's such a fast moving market we just don't have the time to train people. We're also doing a lot of poaching now."

This is quite common, you often find the talent moving around, coders, artists, musicians. Big companies sometimes buy out the smaller ones, helping to reduce the competition. From out of the smaller companies the good eggs are poached, then going on to work at a better, more established place.

If you are fairly new to all this your CV will be pretty bland regarding experience. Some only take on people who have worked on one or so games previously released, but if they spot the potential there will always be plenty of opportunities for new recruits.

Some may have recruitment drives at certain times of the year or if someone leaves for greener pastures and they need to fill the gaps or just expand their workforce, as the desire for entertainment software whether at home or in the arcades is growing. So don't worry about lack of openings, many software houses train up artists. You see, talent is the key.

With the competition high between artists what can a guy do to improve his chances of having an interview?

"For us, we certainly aren't looking for any ego types." He says *"It's a good thing if people come and they're down to earth. Some of the magic words are positivity, enthusiasm and motivation. All that counts a lot more than academic achievement."*

Concerning the artwork sent, is there anything that would put you off and so diminish the chances of an interview? What should people avoid doing?

"If stuff is just blatantly copied from something else. If people just get a good piece of artwork and redraw it or don't do anything original and there's no original style there. We look at the quality, but more importantly we look at the creative side of it."

TIP



Break items to be drawn into basic blocks, as if creating 3D objects on a computer. It is much easier to compute the angles if you first reduce complexity. Draw him as a sausage man, later start adding detail after you have defined his basic shape. Tinker with this approach, it works. It does for me anyway.

TIP



Choose a groovy name for yourself to be known by. Englebert Humperdinck soared up the charts when he changed his from John Clark; that wasn't his real name but you get the idea. I don't judge Clark as a bad name, all I'm saying is a catchy name can help, in the same way a bright yellow, transparent plastic disk will get viewed before the standard blue ones. Writers, actors and painters have all gone under pseudonyms .

What is the average starting wage?

"An average wage is about 17 to 18 thousand pounds. It all depends on what they are doing."

That depends and it can vary quite a lot. You could apply for several jobs and get them all. The job would be the same but you could be offered different wages from each. Some have set wages with no royalties and no completion bonus. Other's have set wages with royalties and a bonus too.

Depending where you end up, the best artists can pull up to £40,000 a year with the right royalty schemes and bonuses.

Roughly how many disks drop into your postbag each week?

"Of all the prospective CVs and hopefuls, I would imagine I look at about 20 per week. It depends how busy we are, but we try to respond to as many as possible."

Not all software houses are bothered about whether you have a Curriculum Vitae but others prefer them. Your CV should include relevant information about yourself. Your name, address, telephone number, personal profile, qualifications and experience.

They offer easy reference and if they are written properly can present a confident image. After all, you are trying to sell yourself. The library will direct you to a place where a decent one can be printed out, but remember that a good letter can sometimes be just as effective.

A good introduction really can mean the difference between getting the job or not, so we'll research into designing an effective CV as the series continues.

We'll also be looking at the second part of our Martyn Brown interview. But first to arrive next month, we discover what's more important than even artistic ability itself.



Is that all you can do, Leonardo? Paint, paint PAINT!

Continued overleaf →

Anatomy explored



HEAD

The well known analogy is that the brain is equated with CPU. The source of everything, your creative spring. As with any other muscle it can be pumped to a seemingly limitless level. So channel the river and flood the bank, feast on tips for self improvement as your mind is where battles are fought. Playing with your dumbbells brings lactic acid to your biceps, as thought and concentration bring a sore head. A little pain does bring gain. I'm not promoting harmful over exertion, but like any form of training you don't want to stop the second you begin to breath hard – at least not if you want to excel and it is you who has to WANT to.

HAIR

A mystery, why the trend of being hair bears (Robin Hood-alike hippies). Possibly an answer lies with the ancient tale concerning a guy called John, who busily growing his locks, parables a friend of his who after flowering into the new look shot from nerd status to sexual beast with the chicks.

EYES

Look after these important, twin input devices. Remedy strain catalysed from staring at a fixed location for too long by taking breaks.

It need not be long, perhaps a few minutes to stretch your legs. When you come back you will be refreshed and it's more productive than sitting it out for hours non-stop with backache. Roll your eyes, move them from side to side, look at objects at various distances – general eye activity and exercise. Borrow a finger, focus on it as it moves before your face, work it baby. Blink rapidly when the thought arrives whilst drawing. Gazing for long periods like this zombifies you, you fail to wipe vital moisture over the eyes with your lids. Going blind is bad and eye strain is the second most popular cause.

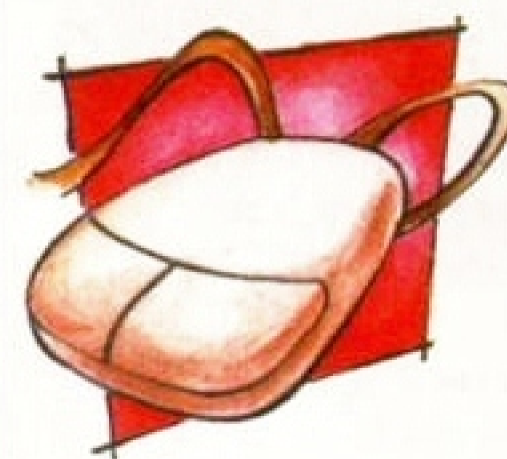
HANDS

The major output device, dextrous hands manipulate the weapons from the artists artillery: Pencil, mouse, trackball, graphics tab, choose your poison. Hand eye coordination is a speciality and all skills are improved through practice. Most have been impressed by some great artists work and set about drawing it. This practice is a good thing, open up to all the different styles, take all the techniques on board – a few good picture books to grab offer work by artists like Chris "attention to detail and realism" Achilleos, Rodney "great style" Matthews and H.R. "troubled" Giger. It all gets mixed up, simmering away, the more ingredients the more recipes develop to be drawn on. Many people can copy the world with fine art skills, but you should also aim to develop at least one of your own styles, possibly unique, though obviously influenced by others as is everything, and it really should be one that you enjoy. One of mine lets me draw a finished sketch straight out onto paper ready to be painted. The whole operation is quick and the results fine, the spin-off being they are easy money makers, wiping out all the time consumption preparatory doodles incur.

LEGS

Apart from dipping feet in paint and stamping on paper, any place beneath the groin is little used. But make sure you follow a Gladiator keep fit plan. The exercise benefits the muscle between your ears, increasing creativity. Oxygenate your brain. When's the last time you breathed in to the utmost limit without gagging, letting out your load slowly till you can exhale no more.

TIP



Never say you are giving it your best shot or say you can't do something. Difficult things become easier with experience and time will show that today's best eventually slips down the scale relative to the work you will be doing in the future and it turns out it was not your best after all. Some words simply put unwanted limitations on potential into your psyche. If improvement is your game, remove "can't" from your vocab. Of course we can't do all things, but delete the word and you escape an unconscious path leading you to believe you can't do what in actual fact you really can. You will end up physically and mentally succeeding in proficiency greater than what you thought of yourself. As the years roll by the abilities you originally thought occupied divine space (the place where you imagine those skills only accessible to a chosen few lie, such as your favourite illustrators, and removed from mortal hands) now fill you own hands. Instead of can't, say won't. I can't go for a jog. I won't go for a jog. By changing that one word you let yourself face up to the reasons why you are unable to do a task, and the reasons, such as you haven't the time, become merely excuses. We make the time for the things we want to do. And there it is, you have to WANT to do something. This desire has to be fostered in yourself if you are to achieve. You won't go for a jog because it is too much bother and you are too lazy. You won't start that picture as it is too much trouble to get everything ready and begin, which in turn could be parasitic on a lack of confidence. You can't draw an object someone commissioned you to do, becomes: you won't draw it because it's a daunting task what with the stress of having to perform a good job for the client. To avoid these bad feelings we tend to pass a task off as something we can't do, instead of facing what is covered. Sometimes all we need is to grow the confidence required to handle situations, a skill obtainable by all if you want it. Your mind gives you reasons and excuses to justify the feelings, but if you decide not to think too much about getting your brushes out or loading *Deluxe Paint* and just begin doing it instead, you'll get more done. Once running, the engine is fine, starting it up is the hardest part.

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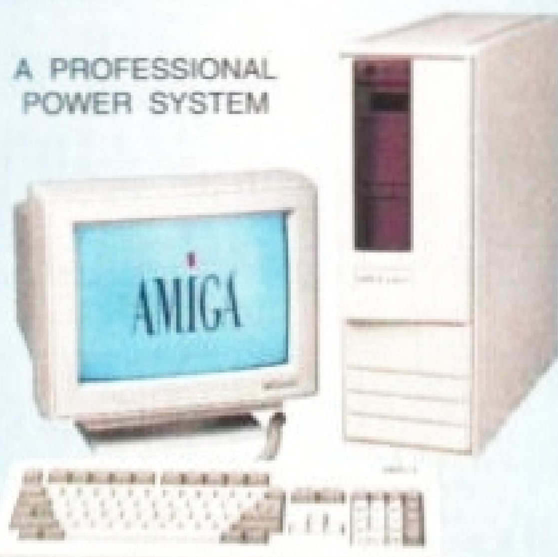
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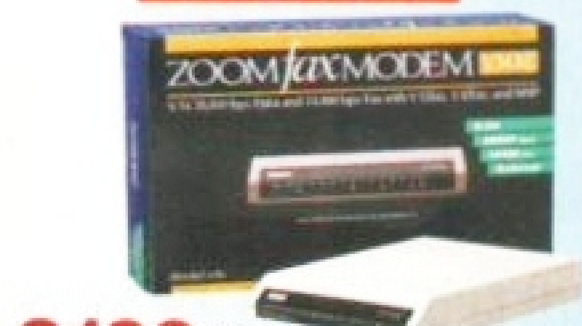
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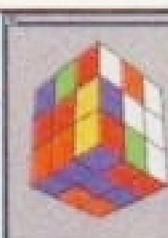
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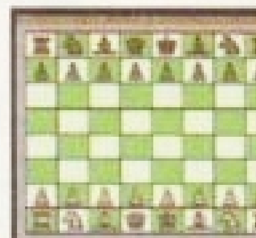
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Massive collection of all the very best puzzle games ever released, including some of the classics like Rubics Cube, Picture-Puzzles etc, far too many to list
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GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addictive excellent
G242 TAKE EM OUT like Operation Wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIS and INVADERS
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball + level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT Hunchback of Notre Dame
G326 MEGA GAME COLLECTIONS III 3 top games
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG - (A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID 2 but harder
G355 DOODY very cute & extremely addictive
G356 WONDER LAND amazing graphics recommended
G362 DELUXE PACMAN + best pacman ever released
G367 CARD GAMES collection
G368 WIZARD-DOMAINS dungeon type games
G370 KALATRIZ (not A1200) arcade Tetris clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant Baseball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like Street Fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS strategy like chess in space
G411 BATTLE CAR 2 3D car racing
G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETTE American roulette excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
G538 MORIA 5.4 The latest Dungeons & Dragons

101 GAMES

PRICE ONLY £9·99
Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions
MUST FOR ANY GAMES PLAYER
COMPATIBLE WITH ALL AMIGAS

AMIGA SHOPPER — 101 Gampe PK recieve 90 % in Amiga Shopper issue 54

All games are selected from an easy to use menu and most games come with full playing instructions.

G539 BRIDGE Good version of Bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

101 GAMES PACK 2

PRICE ONLY £10·99
This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.
COMPATIBLE WITH ALL AMIGAS
All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure"
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS

G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED. get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G897 THE SHEPHERD Brilliant POPULUS clone. RECOMMENDED
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN One of the better PacMan around.
G900 SUPER-BATTLE ZONE 3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatriz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant, Smash up other cars/tanks etc to win. Extremely addictive. Get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER - like Desert Strike
G915 COW WARS. Very addictive 2 player game
G916 ISLAND -Like Monopoly.
G919 COP THE LOT Pro Latest Lottery predictor
G920 LOTTERY PROFESSIONAL
G921 MONOPOLY. (board game) The best version
G922 JET WILLY 3 - excellent platform game
G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
G925 SUICIDE-MACHINE Operation Wolf style
G926 ZAXXON 3D Superb C64 3D blaster game
G927 BOING V3. Great platformer. Recommended
G928 PUNTER - Animated horse racing game
G929 ARCADE JIGSAW (2d) includes LION KING
G930 WHEEL CHAIR GLADIATOR - Great fun to play
G931 NIMBLE - Brilliant new arcade puzzle.
G933 BLACK DAWN 3 - THE NEW BEGINNING (2) Superb 3D adventure. RECOMMENDED
G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing game
G937 SKID RACER (not A500) - Excellent car racing game

GAMES HINTS & CHEATS II

Do you find it hard to get past a certain level in many games? 5 disk pack with 1000s of games cheats/help/level codes action replays, pokes etc, should help you finish many games – suitable for all Amigas only £4·95.
Updated & Released on 28 July '95

EDUCATION

E001 KID PAINTS superb paint special for kids
E002 COLOUR IT brilliant computer colouring book
E003 TREASURE SEARCH find the hidden treasure.
E004 LEARN & PLAY I (not A1200) maths & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish, English
E008 MR MEN (WB1.3only) brilliant story adventure
E009 ASTRONOMY tutorial on solar/star etc system
E010 SIMON & SPACE MATHS maths & Simon games

E011 EDUCATION PACK 1

Packed with dozens of educational programs ranging from maths & science to educational games, Suitable for any Amiga.
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E019 DINOSAURS teach you all about Dinosaurs
E020 WORLD DATABASE requires 2+MEG
E021 STORY LAND II interactive puzzle games RECOMMENDED
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brilliant
E024 EASY SPELL II improve your kid's spelling
E025 SCRABBLE requires 2-4 player. Brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Large colourful cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUTOR very good typing tutor
E035 CHESS HELPER helps/teaches how to play
E036 BASIC TUDOR learn about Amiga basic program

EDUCATION & 21 GAMES PACK

Collection of the very best of educational programs and a 21-game pack, A very popular combination for kids (runs on all Amigas)
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E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care for your Amiga
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. RECOMMENDED
E041 KID ALPHABET displays alphabet
E042 FRACTION & SILOUEST maths & games. Excellent
E043 MATH MASTER teaches/tests you on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animation graphic
E046 GAS TURBINE ENGINE tutorial & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant RECOMMENDED
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD POWER solve crossword puzzles etc good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apples brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its related verb. Brilliant
E061 KING JAMES BIBLE (4d) complete Bible
E066 TARROT clairvoyance in an instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills V good
E071 ERROR INFO gives information as to why your Amiga crashes
E075 WORLD WAR 2 graphics tutorials on world war like Starprobe/ molecube etc
E076 SCIENCE an excellent collection of science disks. (4 disks)
E080 KIDPRIX great childrens painting program.
E081 ASTRONOMY PACK- Amazing collection of programs relating to astronomy. Locate star positions etc. Must for astronomy student or enthusiast (4 disks)
E073 PICTURE & LETTER learn to read - first steps
E074 AMIGA BEGINNER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME Very good demo
E080 KID PIX more excellent painting programs
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RHYMES sing-a-long
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in educational programs
E099 BACK TO SKOOL vol 3 & games. RECOMMENDED
E100 LITTLE TRAVELLER world wide information
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM tutorial on the Atom (2D)
E104 DESK TOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Entertaining way to learn the alphabet
E108 HOW TO DEVELOP PHOTOGRAPHS 1 (2) Excellent
E109 MR MEN OLYMPICS (2D) many events to compete in.
E110 CULT TV DATABASE (2D) Information on early TV series
E112 HOW TO DEVELOP PHOTOGRAPHS 2 (2) develop your own.
E115 ELECTRONIC WORLDS (3D) Complete King James Bible
E116 HOW THE EARTH BEGAN- Big Bang theory.
E118 WORKBENCH 2 tutorials on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teaching maths RECOMMENDED
E121 PICTURE PUZZLE brilliant JIGSAW type games
E122 WORD FACTORY Brilliant, teach kids new words
E123 KID DISK 1- Brilliant education pack
E124 KID DISK 2
E129 KID DISK 3 (DTP) Drawing program for kids
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
E125 JURASSIC PARK lots of information on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
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KIDS DISKS 1, 2, 3, 4 & 5

Excellent collection of educational programs. Ideal for teaching kids various subjects while retaining the fun & game element.
5 disks only £4·99 or order separately for only 99p per disk.
Order Code KID DISK & no. 1-5

E128 ASTRO 22 PRO.V3 -The latest astrology program that calculates the position of planets, time of eclipse, zodiac positions etc. RECOMMENDED
E130 FRENCH VERB TESTER should help you with your French.
E131 CULT TV DATA BASE II (2 DISK) information on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) World wide information.
E134 X-FILES - Guide to the TV series.
E148 CHESS & TUTOR - teaches you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMENDED
E163 JAPANESE - teaches you to speak the Japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR - design crosswords
E169 CHESS II & TUTOR brilliant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE- Education program
E172 ANIMAL LAND - Learn about animals
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBERPUNK 2 for CyberPunk freaks only
E178 STAR-TREK & STARTREK NEXT GENERATION GUIDE (6) must for Star Trek fans, contains 100s of pictures from Star Trek series 2
E181 SIGNATURE CREATOR customise your own signature.
E182 VIRUS WORKSHOP V4 comprehensive guide to virus'
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest education & games
E240 BARNEY THE BEAR GOES CAMPING (2d) all about animals
E241 COMMS GUIDE V1.1 using modems for beginners
E242 GUIDE TO WEATHER (3d) complete weather guide. RECOMMENDED
E245 MATH ATTACK- Maths related games for kids
E242 ANIMAL-LAND - Ideal for young kids. Excellent
E243 PICTURE-MATHS - Maths program for kids
E246 BEGINNER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) facts about planet earth
E248 KID ONLY, 6 excellent games to play with
E250 SANTA -Help santa collect presents
E251 BIRTHDAY HISTORY V2.2-
E252 BAR-TENDER - recipes for 1000s of drinks/cocktails
E253 BEGINNER TYPING TUTOR

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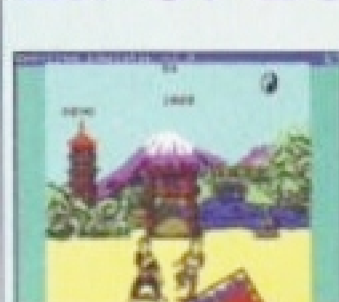
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More Spectrum games available

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See left for detail. This pack comes on a very large number of disks. rrp £39.99

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THIS LISTING IS FOR USE WITH AGA AMIGAS

0AGA001 EXTENSION DEMO Stunning demo, fast landscape anim and a rotating city, regarded as the best AGA demo
AGA002 FRACTAL GENERATOR fractal in 256 colours.
AGA003 WORKBENCH HACK hack/toy/blanker etc
AGA006 NEW SUPER KILLER recognises & kills over 316 types of virus. Must for all A1200 owners
AGA007 MINDWARP very first demo for the A1200
AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE Super A1200 Demos
AGA013 MOTOR INVADER 2 (2 disks) Brilliant INVADER game
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS - Fairly good demo.
AGA017 WORLD OF MANGA (4 disks) magnificent Japanese comic slide show. Recommended
AGA021 MAGIC WORKBENCH Improve the look of your WB & add some functions to your WB. Really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities
AGA023 U-CHESS the best chess game program so far but requires 4 megabytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop

DEGRADER
AGA090 A1200 FIX DISK COLLECTION 1
AGA091 A1200 FIX DISK 2 COLLECTION 2
AGA094 RELOCKIT V1.4a latest. run A500 SOFTWARE
AGA306 A1200 FIX DISK VOL 3 (New July 95) All disks above are designed to make any older A500-A600 Amiga programs/games etc run on your A1200/A4000
A MUST FOR ALL AGA AMIGA OWNERS. RECOMMENDED

AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY.
AGA099 MADFIGHTER 2 Brilliant Street Fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pic In Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent Image processor
AGA105 QUICK GRAB AGA - AGA screen grabs
AGA110 WORLD BEYONDS 1 (3) stunning 256 colour fantasy art. Leaves Atari users breathless
AGA114 SMELLS LIKE CHANEL No.5 Most brilliant demo ray trace picture ever released on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL v1 & j2 (2) AGA util compilation
AGA135 AGA UTIL V3 &4 (2) more of above
AGA137 MULTIBOOT - 4 different versions A500 EMU
AGA138 OFFICIAL WORKBENCH 3 HARD DRIVE INSTALLER
AGA139 WB3 HARD DISK PREF & INSTALLER installing
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA142 SUPER LEAGUE 3 - latest manager games
AGA144 SPEAK & SPELL - educational software for kids
AGA146 KELOG LAND - brilliant platform games
AGA150 ACTION REPLAY V5 - NEW UPDATE TO V4
AGA160 GIGER TRIZ very playable 256 colour Tetris
AGA162 FATAL-BLOW new STREET-FIGHTER 2 clone
AGA166 INFESTATION (3 disks) The ultimate AGA demo
AGA172 VIDEO TRACKER AGA ultimate demo maker
AGA174 MAGIC WB EXTRA Vol 1 & 2 (2 disks)
AGA189 FRIDAY AT 8 another brilliant AGA demo
AGA190 ASSASSIN MULTIVISION AGA pic viewing util
AGA192 ALIEN FRENZY 2 player blasting + power up
AGA194 BIG TIME SENSUAL (2 disks) SPACE BALL 2
AGA200 MASQUERADE (2 disks) brilliant puzzle games.
AGA202 RAM JAM 94 it can't be done (2 disks)
AGA204 COMPLEX ORIGIN (2 disks) requires 2 disk drive
AGA206 TREASURE OF TUTANKHAMUN - educational tool
AGA230 LOVE (2 disks) simply brilliant DEMOS
AGA231 AGA UTIL 7 & 8 (2 disks), More USEFUL util
AGA234 KNOTTY Stunning AGA sliding picture puzzles
AGA240 LOTTERY WINNER hopefully will improve your chance of winning a jackpot. GOOD-LUCK
AGA241-258 AGA GAME-GALORE AGA 01-18 lots of games
AGA251 PACKMAN AGA - The best pacman yet
AGA252 ROCKET PD - Super thrust clone brilliant graphics for 1 or 2 players
AGA253 REAL DEMO Stunning special effects
AGA254 DIRT AGA Brilliant 256 colour effects
AGA255 DELIGHT EXPLORE Excellent demo
AGA256 KEFEREN AGA Demo lots of effects
AGA257 MINOMIST RAVE great rave music
AGA258 OXYGENE Fantastic demo
AGA259 INTEL-OUT Another very good demo
AGA260 SOME JUSTICE 94 Demo of the month. Brilliant whirl effect. RECOMMENDED
AGA262 TO THE DEATH Very good STREET-FIGHTER clone with excellent graphics.
AGA263 GEORGE GALAXO (2 disks) Brilliant multi level shoot/platform game. RECOMMENDED
AGA265 MISSILE OVER ZENON (2 disks) Brilliant 3D missile commander with fantastic graphics.
AGA266 TEAM-HOI DINO PLATFORM Excellent dino platform Note: this disk was a commercial game
AGA274 MUSIC 2 SURVIVE (2 disks) 8 excellent music masterpieces. Well worth getting
AGA271 RAVE MAXIMUM OVERDRIVE II (2 disks)
AGA278 CHANNEL Z ISSUE 1 (AGA) (2 disks)
AGA base disk magazines. RECOMMENDED
AGA disk magazine topic.demo/music
AGA285 WORKBENCH BACKDROP VOL 3
AGA295 DE-LUXE MONOPOLY - Board game. Very addictive
AGA296 DONKEY KONG Arcade classic conversion
AGA297 BOMB PAC Extremely good gameplay
AGA298 ROCKET 2 set deep underground Brilliant graphics. Even better with 2 players
AGA299 SCRABBLE - Now runs on all Amigas
AGA300 MAGIC WB V2. Demo of version 2
AGA302 TUTANKHAM II(2) Education-Egyptian Mummy
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AMIGA FORMAT SCREEN PLAY


Steve McGill

We've launched a new Reader Games section in the Screen Play pages this month.

Looking through what we've been sent is a lot of fun. Some of the games are of a very high standard. Many others aren't. But over and above whether they're good or not is the underlying spirit beneath their creation. Amiga owners interact with their machines and each other in a way that transcends functionality alone.

If you read what Simon Carless has to say about the 'Party V' in Denmark (PD Select p.63), you'll note that one of the criticisms made of Amiga demos was that they were too much like PC ones.

Yet, many of the Amiga demos were only running on processors that are considered old hat nowadays. The fact that the Amiga, if programmed well, can compete with the raw power of the PC is testament to its durability and strength.

Hopefully the much vaunted licensing contracts, espoused by Escom after the Commodore buyout, will come to fruition. If third parties are allowed to specify and manufacture Amiga technology, our favourite machine may still have a rosy future and take the PC head on in the UK market.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.

80-89% These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79% Good games which are worth buying, especially if you have a special interest in a game type.

60-69% Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59% Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49% Overwhelmingly poor quality games with major flaws and appaling gameplay.

Less than 40% The absolute pits.

Previews

Steve McGill takes a look at what's up and coming in the games





Far left: The Night of Demons table has some scary anims.

Left: "Yo Ho Ho and a table full of bonuses" said the bad comedian.

SLAM TILT

AGA Amigas ■ 21st Century ■ 01235 851474

It looks as if 21st Century have decided to make amends for the lacklustre *Pinball Mania* released with the Amiga Magic pack.

Previewed by one of the most competent PR people we've ever had the good fortune to meet, *Slam Tilt* looks more than capable of minimising the collateral damage caused by *Pinball Mania*.

The aforementioned game managed to underwhelm the industry and the games buying public with its lacklustre tables, non-too-responsive flippers, and deflationarily flaccid gameplay.

Slam Tilt, in its present still to be finished incarnation, already looks as if it will at least match the towering strength of *Pinball Illusions*.

Programmed by Digital Illusions Scandinavian rivals, Liquid Design, the four tables up for grabs are; Night of Demons, Pirates, Ace of Space, and Mean Machines.

No prizes for guessing what the theme of each table is based on. Unlike *Pinball Mania, Slam Tilt* offers some deep strategy and incredibly slick animations play a major part in the overall strategy.

It's tricky to get to grips with at first but the bonuses and shots needed to control the table and gain maximum points soon become natural and logical.

Like *Illusions*, the table automatically switches to Hi-Res when the multi-ball feature is activated and if required, the gamer can play in Hi-Res all of the time.

The big question lieing over *Slam Tilt* is whether or not the Amiga games buying public will be suitably enthused by yet another 21st Century Pinball game. Especially now that new blood in town, Effigy Software, have proven that there is no such thing as a monopoly on highly entertaining pinball.

What could win *Slam Tilt* converts is that there are 47 different game modes, magnetic devices reside in the tables (spooky), and there's the slam tilt itself.

In case the terminology escapes you, a slam tilt is a particularly violent tilt which results in the player losing all of their credits. So care is going to be needed when banging on the space bar.

Slam Tilt is due to be released in April. Rest assured we'll put our Pinball Wizard, Mr. Jones onto the case as soon as it arrives.

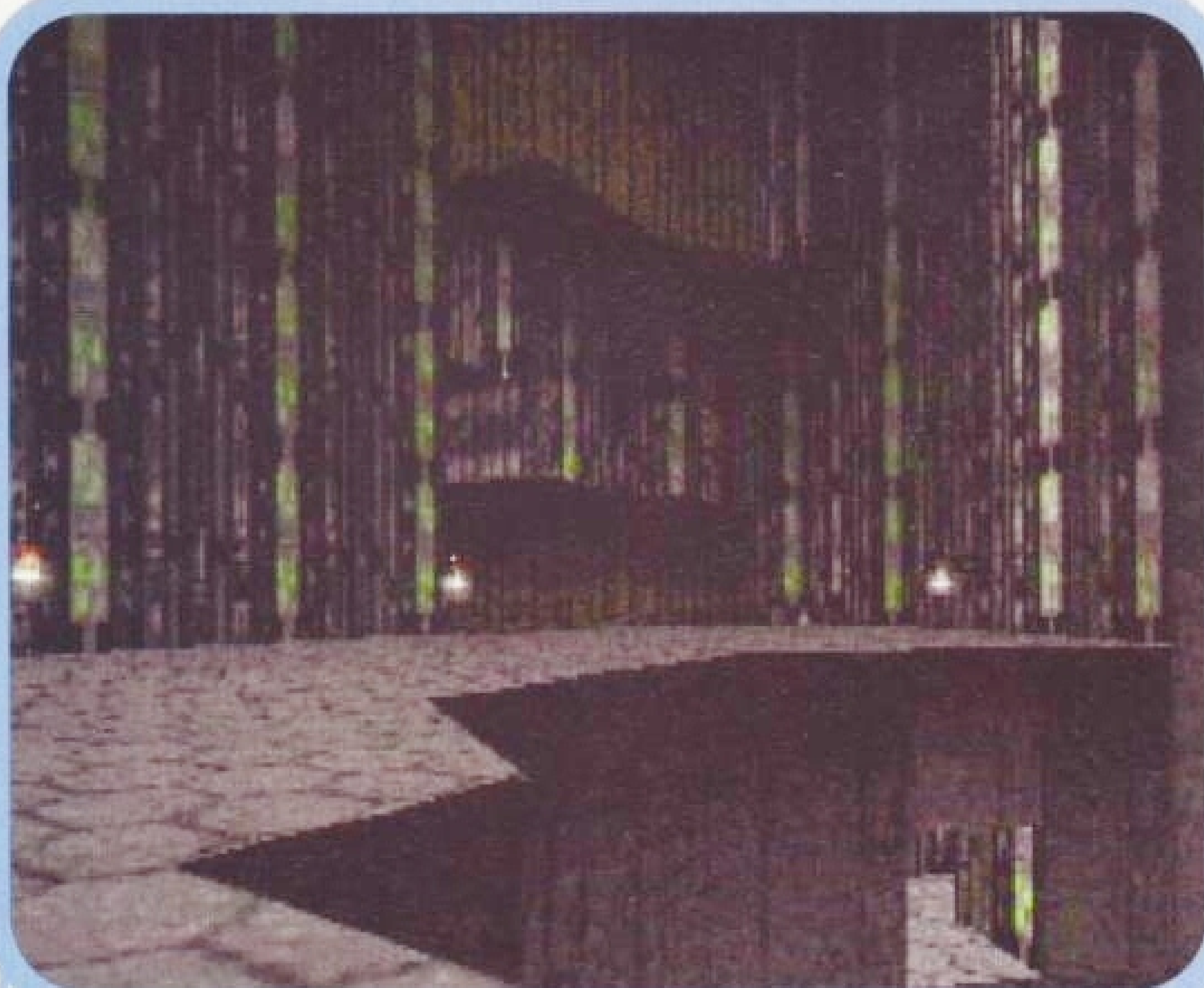
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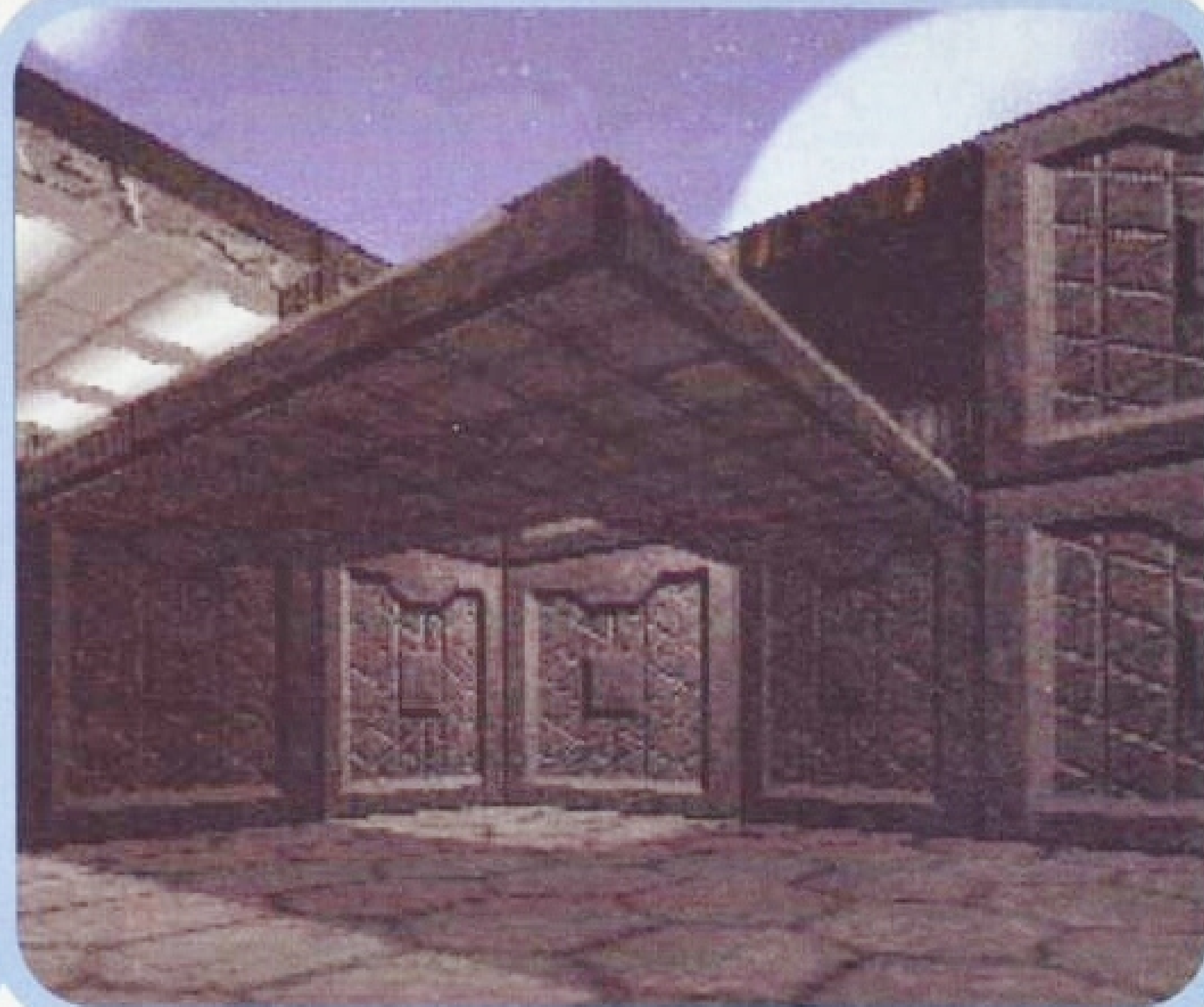




It seems that all of the best Amiga pinball games come from Scandinavia. Why is this? Something in the air we think.



One of the criticisms aimed at *Breathless* was that it seemed 'boxy'. By the looks of the contours here, that won't be a relevant criticism of The *Killing Grounds.*



Transparent and glass objects will make an appearance as will subtle and believable lighting effects. Even better is the news that ECS owners can play too.

ALIEN BREED 3D2 (THE KILLING GROUNDS)

Team 17 ■ ECS/AGA Amigas ■ 01924 271637

There's no denying that *Breathless* set the graphic standard by which all other Amiga first person perspective (FPP) 3D game engines will be judged.

Its use of light sourced monsters and objects, fog effects, and variable lighting created a dangerously believable surreal world that the player entered at their peril.

Alien Breed 3D on the other hand offered a better control system and slightly more believable creature intelligence.

The sequel promises to graphically surpass *Breathless* and improve on *Breed 3D's* artificial intelligence routines. Now, the creatures that the hapless hero of the game is up against communicate with each other, form teams, and attack with extreme prejudice.

We haven't yet seen anything of the game in progress to make any comment on how it plays. If Nick Veitch let's me off my chain I'll be paying the Teamer's a visit next month to provide more feedback. So stay tuned for that.

Meanwhile, back at the preview we've got some more top pics for you to look at. The game promises to be one of the most beautiful 3D engines on the Amiga ever. There'll be transparent objects, glass objects, and sheeny shiny gouraud objects.

Even better news though is that the game won't be restricted to AGA Amigas only. Enhanced Chip Set (ECS) machines – A500+, 600, 2000, and 3000 – with a 68020 processor and 2Mb RAM will also be able to get in on the act a la *Gloom Deluxe* (reviewed this issue on page 44).







Above: Would you have the guts to walk along this corridor.

Right: If I ever met something that looked like this I'd scream.

PREVIEW UPDATES

CHAMPIONSHIP MANAGER 2

Domark ■ 1Mb Amigas ■ 0181 780 2224

Originally pencilled in as a September 95 release, *Championship Manager 2* managed to miss the lucrative Christmas period and is still awaiting release.

Hailed by all as the finest ever Amiga Football Management game, the delay in the sequel hints at the extra detail that's still being put into the finished product.

With pretenders to the crown like *Ultimate Soccer Manager* and *Player Manager 2* being given a clear field, *Championship Manager 2*'s Feb 29th release date must rate as one of retail's most eagerly awaited releases. If all goes to plan, we'll have a review for you in the next issue.



Page 1 of 2 — Sat 20.8.94

Cup Winners Cup

First Round First Legs — TO BE PLAYED 15:9:94

Anderlecht	(Bel)	v	Austria Vienna	(Aus)
Arsenal	(Eng)	v	Ferencvaros	(Hun)
Auxerre	(Fra)	v	Hadjuk Split	(Cro)
Bayern Munich	(Ger)	v	Galatasaray	(Tur)
Benfica	(Por)	v	IFK Gothenberg	(Swe)
Bohemians Pragu	(Cze)	v	Leiftur	(Ice)
Chernomorets Od	(Ukr)	v	Chelsea	(Eng)
Dinamo Moscow	(Rus)	v	FC Copenhagen	(Den)
Gornik Zabrze	(Pol)	v	Panathanaikos	(Gre)
KIM Vitebsk	(Bie)	v	MB	(Far)
Lausanne	(Swi)	v	Zalgiris Vilnius	(Lit)
Lazio	(Ita)	v	Progres Niederco	(Lux)

Previous Screen — Exit — Next Screen

Right: There still haven't been too many screen shots on the go for this title. Here's one we used earlier.

WATCHTOWER

OTM ■ AGA Amigas ■ 01827 312 302

AF previewed *Watchtower* a mere three issues ago. At the time, Daze Marketing were unsure whether or not they were going to publish the game.

They obviously decided not to. In the interim those opportunistic chaps from OTM read our preview and decided to take a look at the game for themselves.

It's passed their quality control and is going to be released at the end of February. Assuming that no gremlins botch up the works, we'll have a review for you next month.

Right: The action takes place over several different areas of the world. Cue varying graphics and other assorted periphery.

Below: You can team up with a friend and dispatch baddies more efficiently.

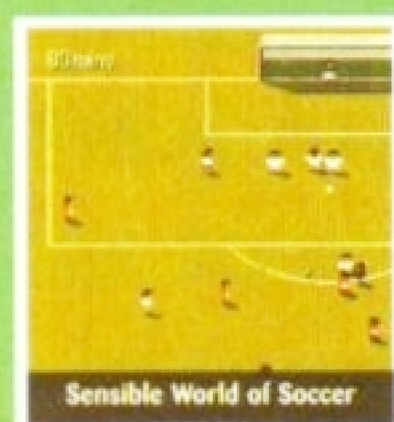


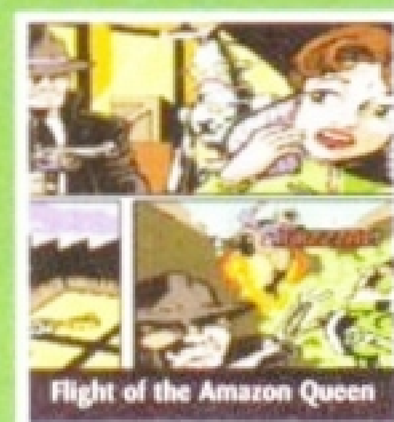
The charts are copyright ELSPA.

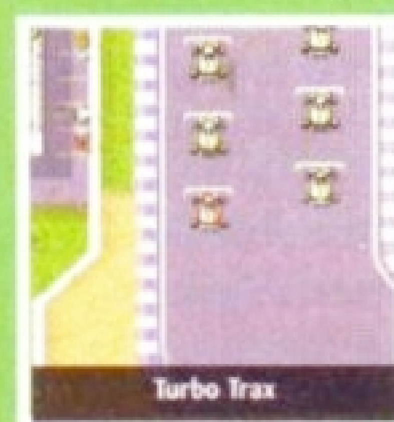
THIS MONTH'S
charts

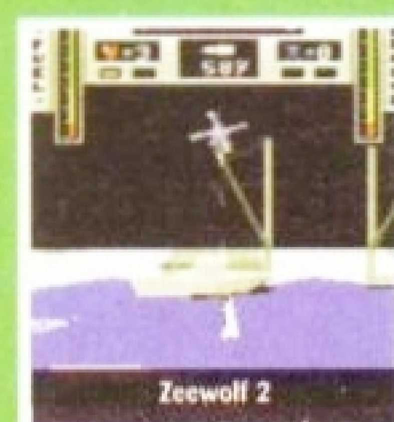
***Sensible World of Soccer* reclaims the number one spot and *Soccer Stars* moves to number three. Once again, footie dominates the charts.**

THIS MONTH'S FULL-PRICE TOP-20

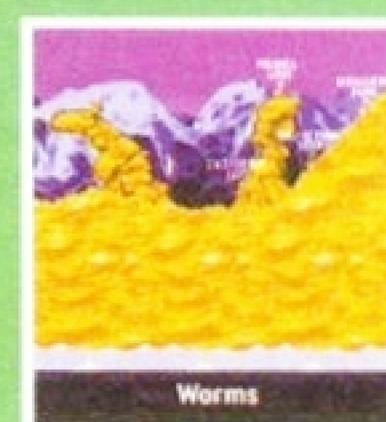

Sensible World of Soccer

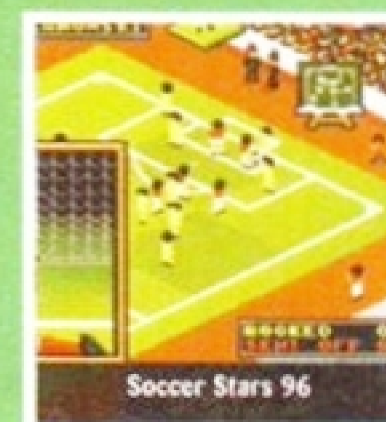

Flight of the Amazon Queen

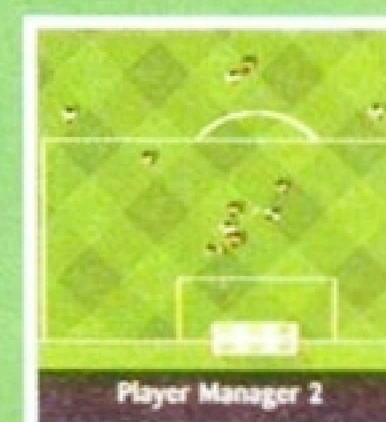

Turbo Trax

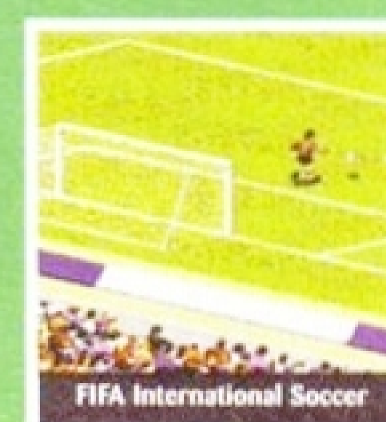

Zeewolf 2

	1 (2)	Sensible World of Soccer (Renegade)	FG95%
	2 (1)	Worms (Ocean/Team 17)	FG90%
	3 (4)	Soccer Stars 96 (Empire)	73%
	4 (5)	Premier Manager 3 (Gremlin Interactive)	85%
	5 (7)	Super Skidmarks (Acid)	FG92%
	6 (6)	Combat Classics 3 (Empire)	81%
	7 (18)	Turbo Trax (Arcane)	79%
	8 (9)	Ultimate Soccer Manager (Impressions)	84%
	9 (Re)	Flight of the Amazon Queen (Renegade)	88%
	10 (8)	Colonization (Microprose)	FG95%
	11 (14)	Player Manager 2 (Anco)	81%
	12 (3)	FIFA International Soccer (Electronic Arts)	79%
	13 (10)	Sensible Golf (Virgin)	81%
	14 (Re)	Akira (Ice Ltd)	18%
	15 (Re)	Tactical Manager 2 (Black Legend)	55%
	16 (19)	Super League Manager (Audiogenic)	80%
	17 (12)	Zeewolf 2 (Binary Asylum)	FG90%
new	18 (-)	World of Soccer (Challenge)	*
	19 (17)	Rise of the Robots (Mirage)	18%
	20 (20)	Super Tennis Champs (Audiogenic)	FG90%


Worms


Soccer Stars 96


Player Manager 2


FIFA International Soccer

TOP-10 CD32

1	Impossible Mission	Microprose	77%
2	Pinball Fantasies	21st Century	81%
3	Worms	Ocean/Team 17	85%
4	Powerdrive	US Gold	67%
5	Speedball 2	Renegade	FG91%
6	Rise of the Robots	Mirage	18%
7	Sleepwalker	Ocean	75%
8	Subwar 2050	Microprose	84%
9	Super Skidmarks	Acid	FG92%
10	Alien Breed Special	Team 17	85%

TOP-10 BUDGET

1	Mortal Kombat	Virgin	77%
2	The Settlers	Blue Byte	FG94%
3	Colossus Chess X	CDS	71%
4	Bloodnet	Gametek	81%
5	USM Data Disk	Impressions	85%
6	Cytron	Psygnosis	70%
7	Formula 1 Grand Prix	Powerplus	FG94%
8	Atomino	Psygnosis	74%
9	Monkey Island	Kixx	FG95%
10	Lemmings	Psygnosis	FG94%

TOP-10 A1200

1	Alien Breed 3D	Team 17	FG93%
2	Player Manager 2	Anco	86%
3	Fears	Manyx	FG92%
4	Roadkill	Acid	80%
5	Gloom	Black Magic	FG91%
6	Subwar 2050	Microprose	84%
7	Soccer Stars 96	Empire	74%
8	Ultimate Soccer Manager	Impressions	81%
9	Coala	Empire	85%
10	Rise of the Robots	Mirage	18%

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: http://www.futurenet.co.uk/computing/amigaformat.html.

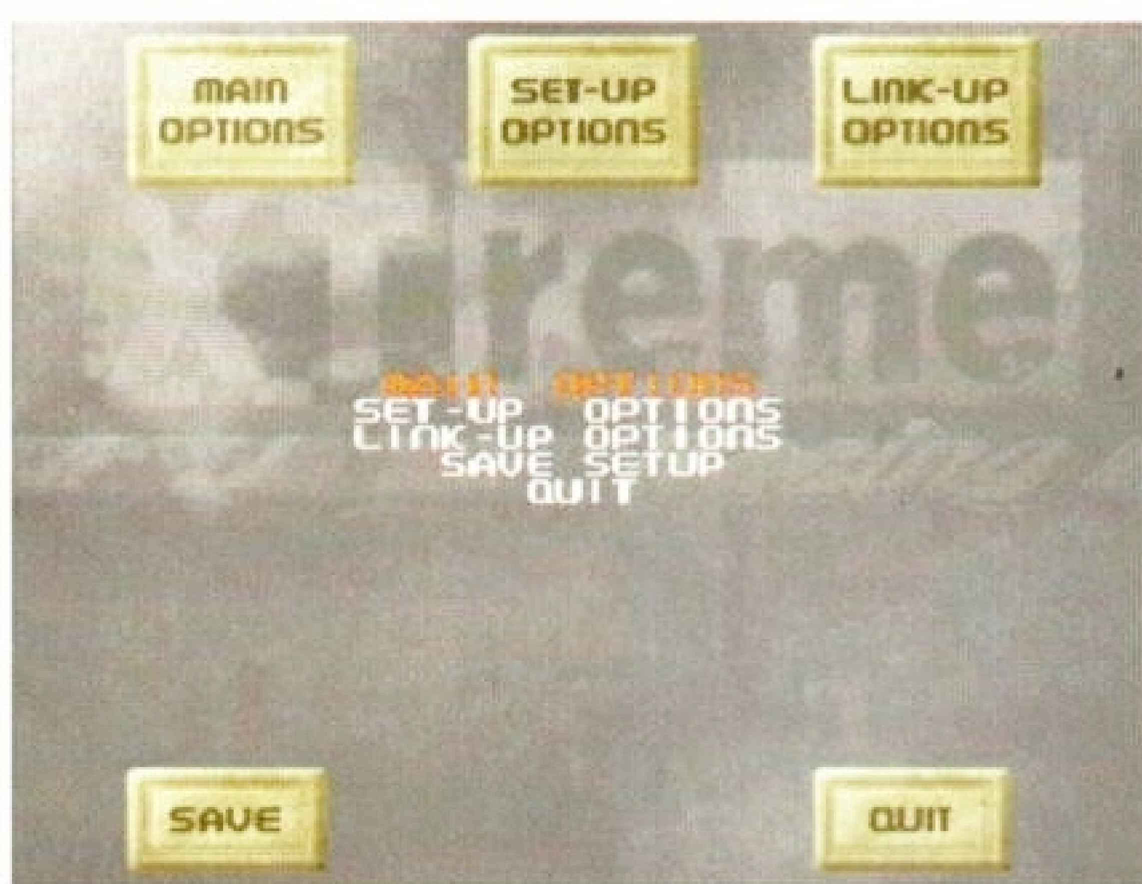
*Due to be reviewed soon.



The overall map view of every circuit can be looked at before the start of a race. It helps the player plan their driving style.



It might not be as pretty as *Mario Kart* on the SNES or *Street Racer* on the Megadrive, but it still looks good for this style of racer.



Using a stylish front end in the style of *Wipeout*, *XTR* trumpets itself in a way that's bound to upset Playstation owners.

It involves driving against others, it's egregious, excessive, outrageous, and uncompromising Steve McGill says it must be...

XTREME

When *Amiga Format* first previewed *Virtual Karting* from OTM Software, we got very excited.

Here was a game that mimicked *Mode 7* on the SNES and promised the potential wonders of a *Mario Kart* styled racer.

Disappointingly, the promise fizzled out with the delivery of the full game. Nick Veitch liked it from the technical perspective but had to admit that the game could hardly be considered fun to play. A missed chance all round we thought. Maybe Fabio Bizetti could do better with a follow up.

And then, out of the blue, a demo of *X-Treme Racing* (*XTR*) from Silltunna Software turned up. It consisted of a couple of tight little tracks that were fun to race over. It not only matched but beat hands down the technical prowess of the former game. Unfinished at the time – weapons and pick ups were still to be put in for the cars – the potential was plain for anyone to see.

Now that we've got the full game in our hands, the question, quite literally bursting at the seams to be asked is, does it fulfil that potential?

The unsatisfactorily schizophrenic response has to be yes and no.

From a technical viewpoint, this game is a whizz. I'll cover the technical delights and numerous configurable options later on. But from a gameplay perspective, the response depends on the manner in which the game is going to be played.

As a one player game, *XTreme Racing* isn't very much fun. In all, there are four different kinds of race in *XTR*; Cup races, Season races, Single races and the Death Match. The solitary player can play using the first three of these options.

Race options

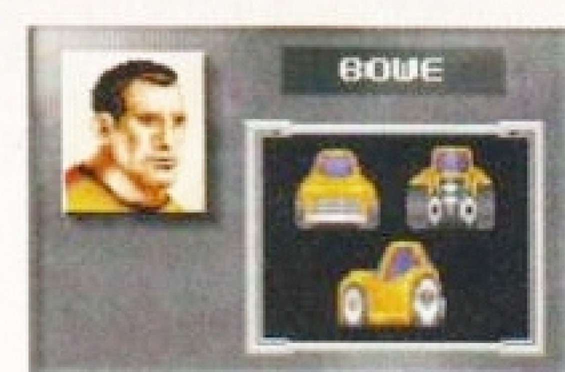
Cup matches and Single Races are probably the best options at first. The Single race option lets you choose any of the twelve available courses and from three speed options for the car; Three Wheeler, 2.0 Fuel Injection and Turbo Nutter. As is to be expected from the description, the speed of the player's chosen vehicle depends on which option is chosen.



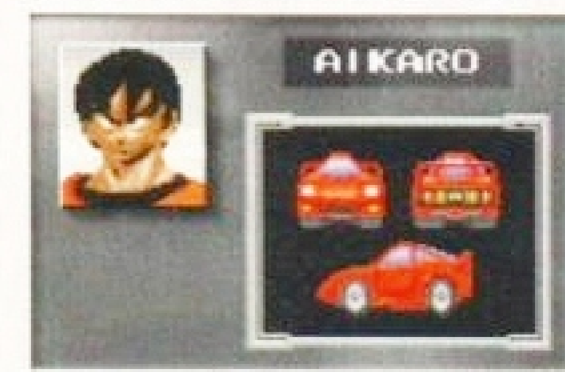
The little buggy in the front is just asking to be shot out by your red Aikaro car. It requires skill and patience to get it right.

Right: There are eight characters to choose from. Each has a different car and allegedly different powers. We didn't suss them out.

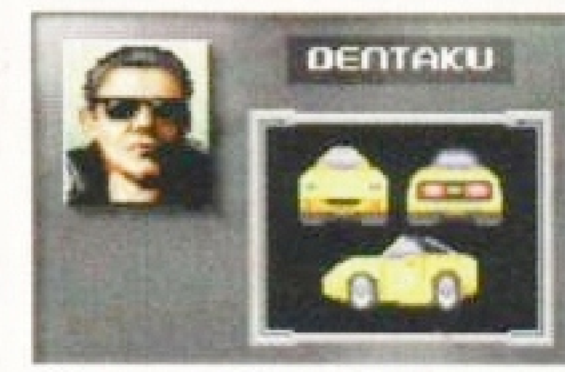




Not to be confused with Ziggy.



Guess who this is based on.



It's a rogue Bitmap Brother.



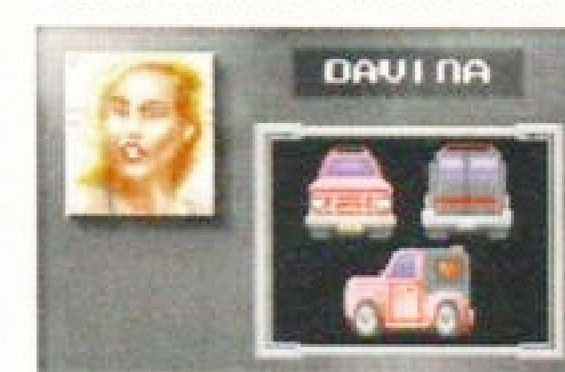
A warning against sun lamps.



Better Brad than dead.



Don't look in the mirror Kurzon.



The token lass of the crew.



It's really Gazza in disguise.

The Singles option is best for circuit practice and lets the player gear up for the Cup and Season competitions ahead. The flavour of the game comes through early when this road is taken. It also lets the player look into what is probably the major flaw of the game – the course designs.

Circuit design

In a way, the course designs are reminiscent of Team 17's *ATR* in that they're cluttered, hard to follow and feel hateful at times. Not counting the Death Match arenas, there are six circuit themes with two circuits per theme making 12 circuits in all. The themes are; Forbidden Castle, Grasslands, Toxic Refinery, Floating City, Road Circuit and Tropical Islands.

Some of the circuits, due to the overuse and underuse of detail, are almost impossible to race on. The biggest culprits are the Toxic Refinery and the Tropical Islands.

The design and layout is so finicky that even very small mistakes are punished mercilessly by dumping you into the ocean or a vat of slime. It feels hateful and is reminiscent of a poor platform game where pixel perfection is needed to make certain jumps – not very much fun. Not very much fun at all. More like hard work.

Yet it needn't have been so. The first Grasslands and Road circuits are great fun to play on. They're relatively tight and assuming you're not a total klutz they reward good driving. If only the same could be said for the rest.

To add to the flavour of the races and the *Mario Kart* theme, there are numerous pick ups which, when driven over, let the player fire various weapons at opposing cars. The implementation could probably have been better but when you finally get accustomed to the limitations, they're better in than out. The weapons can even be switched off from the options screen if you decide that they are not wanted.

As a one player game the appeal of *XTR* is limited. There's no denying that you'll improve and win races on the more difficult courses but it'll stop being fun fairly rapidly.

So far in the office, I'm the only one whose managed to win any solo races. And that's only on the easier courses. The computer controlled cars don't space out as much as they could and on the harder courses their behaviour quickly becomes a demotivating factor.

Multi-player

No, *XTR* comes into its own when played against other people. With access to a second Amiga up to eight people can compete. If not then half that number to four. Despite the inevitable split screen trade off, multi-player games are the way *XTR* was meant to be played.

With the vehicle weapons switched on the comedy factor comes into play and that can only be a good thing.

Continued overleaf ➡

RACING



Camera angles, the height of the horizon, and the pixel resolution can all be twiddled around with until the player finds a view suitable to their driving style.



Above: Every aspect of the controlling hardware can be customised to the player's requirements.



Spectators are a pain in the derriere. When you hit one, they not only make a mess, they slow you down.



Despite some severe restrictions on the view, the four player mode is fun and exciting to take part in. So long as you're all playing on a friendly course.



This is one of the Air City courses. Whether it's a tribute to *RoadKill* from Vision software, we don't really know. But it would hardly be surprising to hear "Go for the Super Jackpot" after knocking someone into the middle of beyond.

Publisher
Black Magic 01302 890000

Price
£29.99

Versions
A1200/4000

System requirements
2Mb min

Release date
Out now

Graphics — 8 out of 10
Bright, colourful and technically excellent

Sound — 7 out of 10
Clang, crash, bang – makes you want to listen to thrash

Addiction — 7 out of 10
When played against humans, very addictive

Playability — 7 out of 10
Let's the technical excllence down somewhat

Overall verdict
A game of two halves. Unfortunately the gameplay half is the weakest.

81%

← The effort and thought that has gone into the game displays to the full that major craftsmen have been at work. Like most 3D, first person perspective games these days, there's a plethora of options to help that vital configuration versus running speed ratio.

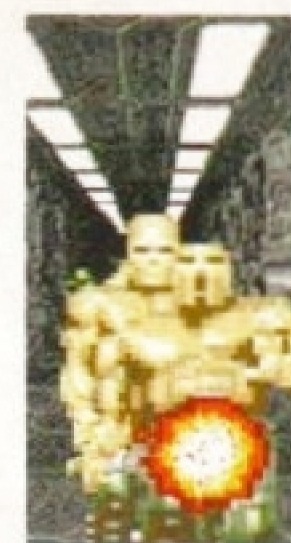
The screen can be stretched, squashed, widened and narrowed. The horizon can be moved up and down along with the camera angle which means that the player can see more or less of the road ahead.
Accelerated machines can access and make use of the famous 1*1 pixel mode. Joystick, CD^{32} and keyboard controllers can all be reconfigured. You can even opt to have cars switched to automatic acceleration. There are more options than this, but the one's I've covered here are the most important. This is very much an Amiga friendly game.

Now that I've reached the end of this review, it's time for one of those sum up the game conclusions. Technically, this game deserves an *Amiga Format* Gold, even if you've only got an unexpanded A1200. In terms of gameplay though, things start to go a little bit astray. If the circuit designs had been better then, who knows?

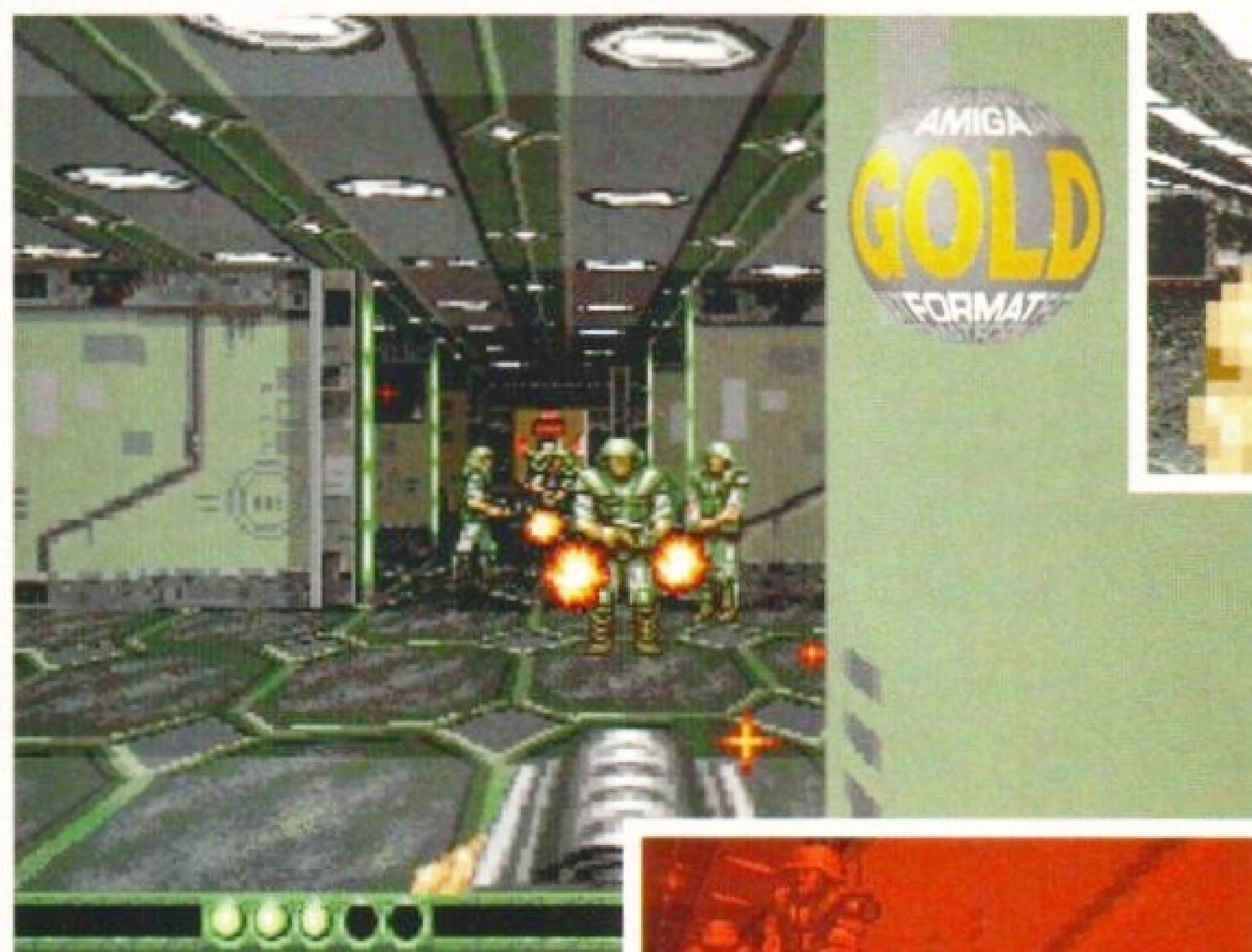
As it stands *XTreme Racing* only gives brief flashes of its possible potential. With any luck Black Magic will quickly release a data disk of some sort with some new, more driver friendly circuits.

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He likes driving cars and he likes driving trucks. So let's see how Steve McGill got on playing *Super Skidmarks* and *Gloom Deluxe*. Shucks.



Gloom Deluxe & Super Skid..



There's even a big gun to focus fire with now. Acid claim it will help the player keep track of things with a headset.

"There'll always be an England", said the football fan as he queued up to get into Wembley.

Firstly, in terms of gameplay and structure *Gloom Deluxe* is virtually the same game as *Gloom*.

The second thing that might come to mind is that if it is only an upgrade, why cover it again?

The beneficial difference is that *Gloom Deluxe* can now run on non-AGA Amigas. Any Amiga with a 68020 processor and 2Mb of RAM can be used to sample the delights of this cracking *Doom* clone.

Due to a new chunky to planar (C2P) routine developed by Black Magic – original *Gloom* used a chunky copper technique – the screen resolution can be bumped up. Brace yourself for this, but it also means that beefier Amigas can play at a satisfactory screen size with the by now de facto 1*1 pixel resolution.

The game can also be played on an Intuition screen which means that



Whether it's in Hi-Res, Lo-Res, 1*1, 2*2, big window or small window – a red screen like this still means only one thing. You're dead.

you can play without shutting down the operating system. This means for example, that you could have *Gloom* set up as a tiny little playable screen to kill time while rendering an object in a 3D package. Tremendous. No more thumb twiddling.

If desired, you can even play *Gloom* in a Workbench window that's been set to 255 colour mode. But as the readme file with the package states, this option is really only of use to graphic card owners due to the limitations of the standard OS routines.

Modem support has been tightened and stabilised. Mostly at the expense of the chat mode; no more "you're going to die horribly" messages. Pressing ESC or pause now brings up the game options screen on both machines.

Almost revolutionary is the support built in for the head tracking version of Amiga Technology's i-Glasses. The potential is there to look in one direction while firing in another. Hurrah.

The most noticeable difference on booting up is the inclusion of an on-screen gun. It might seem ridiculous to say, but there's something comforting about having the gun projecting into the screen. It gives the player focus and consequently makes it easier to target on the bad guys.

As it stands, if you own an Amiga 3000 or an accelerated 1500/2000 then you should go to the shops and buy this game now. Anyone with an AGA Amiga who doesn't already own *Gloom* should also consider the game as a must have. Go for it.



GLOOM DELUXE

Publisher
Black Magic

Price
£29.95

Versions
A500/600/1500/2000/3000/4000

System requirements
68020 processor and 2Mb RAM

Release date
Out Now

Graphics 8 out of 10
Much prettier with higher resolutions and 1*1 pixel mode.

Sound 8 out of 10
When someone or something dies, you know they're dead

Addiction 9 out of 10
You always feel it was your fault when you die

Playability 9 out of 10
Asks that little bit more out of the player as they progress

Overall verdict
By expanding the numbers of people who can play it, *Gloom Deluxe* has done the Amiga market a big favour.

91%



Above: **Laugh too much at this caption and people will call you Mini Ha Ha.**

Left: **Each car is absolutely unique in being the same as the one in front.**

With over 3,500 *Super Skidmarks* registrations being recorded at Guildhall Leisure, it's surprising that a data disk like this one hasn't been put out onto the market earlier.

Due to the customisable nature of the game, there's plenty of room for commercial releases of new tracks, new cars and new sound FX. Andrew Bolt, the winner of the Amiga Format competition 'Imagine Built My Hot Rod', has already put four car models into the Public Domain and, for a modest fee, is offering twelve others.

Bearing that in mind, it's worth looking at what Acid are offering for £15. Inside the box there are three disks. One is an updated and revised program disk. It now offers three extra championship races and the ability to install tracks to hard drive. The latter of these two options is most welcome for it helps cut down on tedious loading times.

Another of the options that makes it onto the back of the box is the inclusion of two new difficulty levels; mellow and tough. They wouldn't be too bad if they actually contributed a noticeable difference to the difficulty levels already there. But they don't.

Running through a mostly tedious exercise in standalone time trialling, I found that the Mellow level lies just in between Classic and Grunty. Tough is very like Zippy except the traction of the course, or the grip of the car, is slidier. You wouldn't really notice or care if they hadn't been included.



Four of the 12 circuits on offer are displayed here. Note the HD Install at the top.

The crux of the matter comes down to how much you like *Super Skidmarks* and how much you're prepared to pay for twelve extra courses. Considering that £15 can get you some top flight budget games these days I know which side I'm plumping on.

A tenner would've offered better value. The new courses are welcome and no doubt will be a breath of fresh air for *Super Skid* veterans, but think hard before parting with your cash.

SUPER SKIDMARKS

Publisher
Guildhall Leisure 01302 890000

Price
£14.95

Versions
All Amigas

System requirements
1Mb

Release date
Out Now

Graphics 7 out of 10
Not the best in the world. More than functional.

Sound 7 out of 10
A bit fuzzy buzzy, but perfectly acceptable.

Addiction 7 out of 10
Depends on whether you've played it to death or not.

Playability 8 out of 10
As playable as ever.

Overall verdict
Are the extras worth £15? Only you can decide that.

69%





NOTICE IS HEREBY GIVEN THAT PROFESSOR AMIGA POWER SHALL BETIMES PRESENT OF THE MOST RECENT EDITION OF THE PERIODICAL BEARING HIS NAME

AMIGA POWER

Being for the Benefit of those Ladies and Gentlemen throughout THE WORLD who would dally with Computerised Entertainments, Professor AMIGA POWER's monthly Periodical is presented for the dissemination of an Appreciable amount of Essential Information.

MARVEL
as the Professor's underlings pass Judgement upon the most recently released Computerised Games.

STAND AGOG
as Cheats, Hints and Tips are shared concerning the early completion of Games already on sale.

WONDER
at the use of Certain Combinations of words variously intended to occasion Mirth and Merriment.

Issue number LIX of the Professor's famous Periodical shall be in the hands of News Vendors on Thursday, the 29th day of February in the Year Of OUR LORD Ninteen Hundred and Ninety Six.



The game that had even the most cynical of pundits shouting, "gosh, this really is rather splendid", has spawned a data disk. Steve Bradley explains further...

U.S.M. New Season Add-on

Impressions, the writers of *Ultimate Soccer Manager,* are noted for their historical strategy games and so it was with some surprise we learned they had steered towards the uncharted, and dangerously congested waters, of the football management simulation. Now, some 20 months on and after selling the said sim by the bucketload, it's time for that perennial add-on, the new season disk where you fork out £10 and sometimes more for updated players and if you're lucky, an extra league or two.

Now you can edit the name of a team's ground – Middlesborough fans will be pleased – and choose 'variable' for the amount of cash you start with – adding to the challenge.

The graphs are easier to read, all the players have been updated, transfers completed, and the teams that qualified for Europe present and correct in their competitions. Shame that they've all been knocked out by the time you get to see this. It rather begs the question why Impressions didn't have this ready for the beginning of the footer season last August. Another extra is the inclusion of the Italian leagues – you can manage teams from any Series A, B or C club. If you don't know your Ravanelli from your ravioli though, you might not bother.



It's the Stadio Delle Alpi – the sort of thing you need to know if you're the boss of mighty Juventus, and you can be in this *New Season Add-on*. Ciao. Or summat.

Here's a brief summary of what we said about the original: "*USM* embraces the statistics that many of you are so fond of and even finds the time to include some positively *Theme Park*-esque ground-building options. Here is the most visually accessible and stimulating football management to date".

We liked it, basically, and we still do. *USM* is both football management game and business simulation. Though not detailed enough to warrant exploration simply for its figure juggling, it's just about as much fun as you can have with football management.

Everything the modern manager could possibly want is here including a phone, fax and teletext facility. You can even offer rival teams a 'bung' to lose as well as gambling on your games. The best thing to do is take a struggling team with a poor stadium and gradually upgrade the facilities making it a 40,000 seater. Add club shops, car parks and fast food stalls and you can see the fruits of your labour appear on-screen.

USM is undoubtedly one of the best management simulations around. A perfect complement to your copy of *SWOS,* and at £10, the update – or add-on as they want to call it – price is right.

Any more would be TAKING A LIBERTY, FRANK.

ULTIMATE SOCCER MANAGER NEW SEASON ADD ON

Publisher
Sierra On-line 01734 303322

Price
£9.99

Versions
A1200 / A500

System requirements
1Mb

Release date
Out now.

Graphics 9 out of 10
Good. Great, even.

Sound 5 out of 10
Don't. No, honestly.

Addiction 7 out of 10
You'll point 'n' click for simply an age.

Playability 8 out of 10
You need the original otherwise it won't work.

Overall verdict
Extra features and updated statistics. *USM* is a fine game and the 'add-on' will keep you busy. Don't ring the Royal just yet, Big Ron.

85%



The gentleman wearing the grey suit and red tie, right arm resting thoughtfully upon chin is pondering the sweeper system. He is too.



Each of your players is judged in a number of disciplines. Some of the outfield players are better at diving than the keeper. Ahem.

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Access



They're games. They're by readers. In fact, they're...

Reader Games

Welcome to our new semi-regular Readers Games section. The section where we give readers who've taken the trouble to write their own games feedback and criticism of their masterpieces.

If we come across anything that stands head and shoulders above the crowd, we'll be sending it to a publishing house for their opinion on whether the game has commercial potential or not. Keep sending the games in and remember to tell us what language the game's been written in.

Without further ado, here is this month's selection of Reader Games.



Most of the non-existent budget hasn't been spent on the graphics.

GAME: SQUASH HELL
AUTHOR: D. HUSTON
LANGUAGE: AMOS

Due to the speed and nature of squash, it's one of the harder games to properly implement on the Amiga screen.

D. Huston's made as good a job as you'd expect for a game written in AMOS. His secret lies in simplicity and an exceptionally easy to use and intuitive control system.

Rather than attempt to animate little men and put in different kinds of shot depending on their positioning, D.'s opted for some top mouse trickery.

The player is put in control of a bat that looks more like a targeting system. To serve, the mouse is moved quickly in the direction the player wants the ball to travel. From then on in, the player hits return shots depending on the angle and speed the bat is travelling toward the ball.

It's tricky to master but it soon becomes natural and intuitive. The option to increase the bounciness of the ball and the speed it travels at is also in here. It helps immensely when first starting out.

The only unfortunate element is that two people can't play against each other. D. stated that he doesn't know how to get AMOS to read a mouse in each port. Pity that.

VERDICT: A LONG WAY TO GO BEFORE IT REACHES ANYTHING LIKE COMMERCIAL MERIT BUT SQUASH HELL IS STILL EXCELLENT ENTERTAINMENT.



Tricky to master but the mouse control soon feels natural enough.

GAME: YOU'RE THE BOSS
AUTHOR: PHILIP GAJIC
LANGUAGE: AMOS



Kevin Toms would probably burst into tears after looking at this screen.

We're not really in the business of slagging anything off wholesale here. Some games are just so poor though that they make you wonder what the author was thinking of by sending them in.

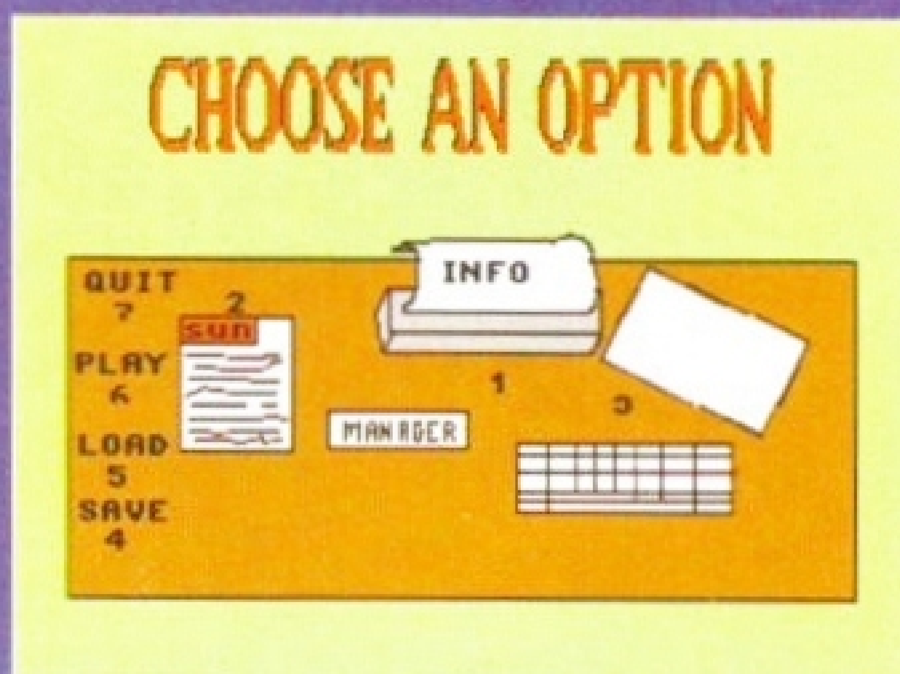
You're the Boss is a football management game that manages to make the original *Football Manager* on the Spectrum look good.

There are about seven options to use in all. The game only responds to the keyboard and the match in progress screen is so poor that you could imagine it trying but not quite managing to sell copies of the *Big Issue*.

The lack of feedback and any sort of coherence or strategy is off putting.

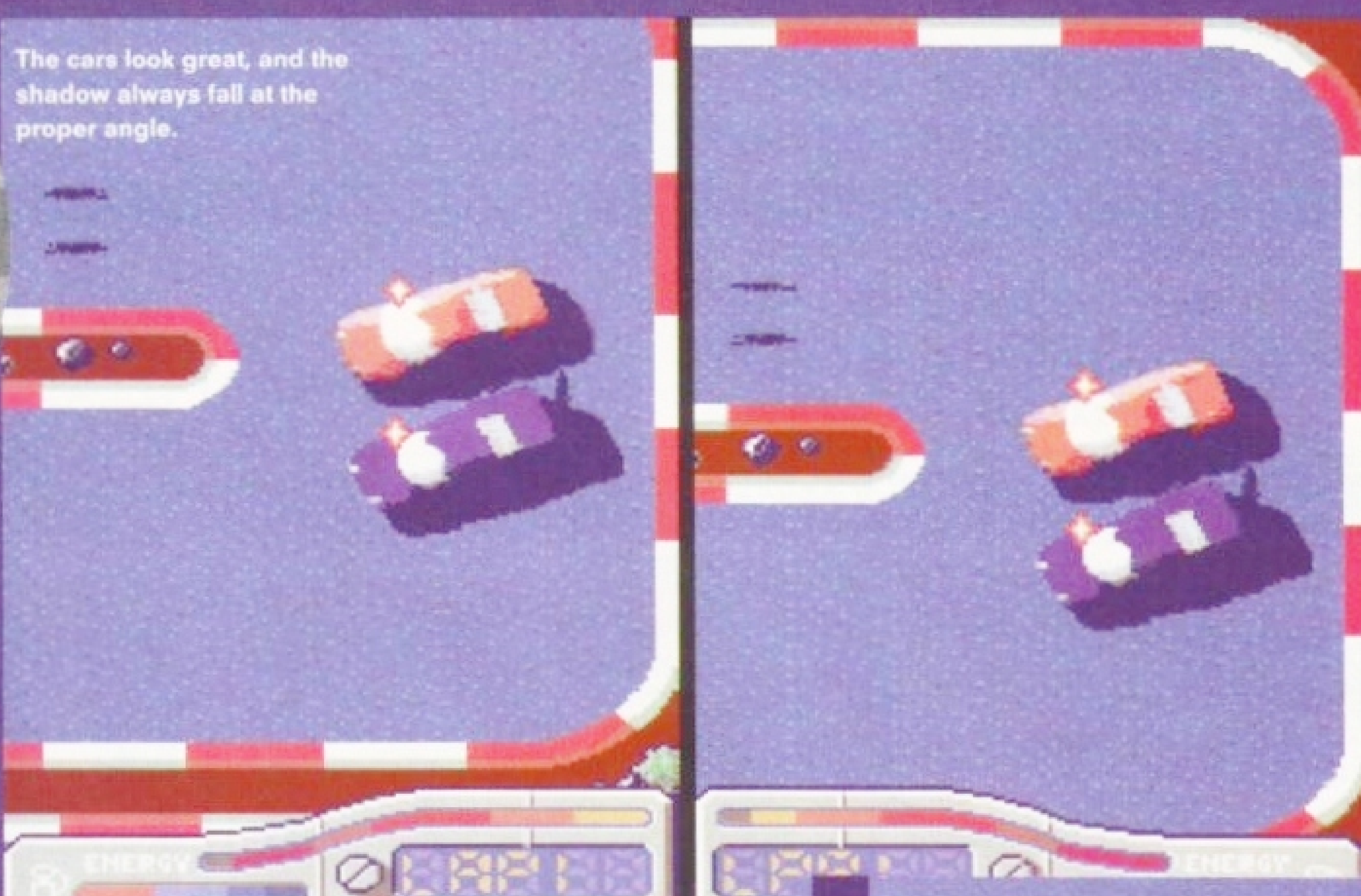
Considering that the football management genre is one in which there is fierce competition, *You're the Boss* doesn't even have the pedigree to make it as a ball boy.

VERDICT: SOME GAMES SHOULDN'T BE SEEN LET ALONE HEARD.



The central co-ordination unit of the game.




The cars look great, and the shadow always fall at the proper angle.

GAME: META CIRCUIT
AUTHOR: JUSTIN VAN LOGGERENBERG
LANGUAGE: AMOS

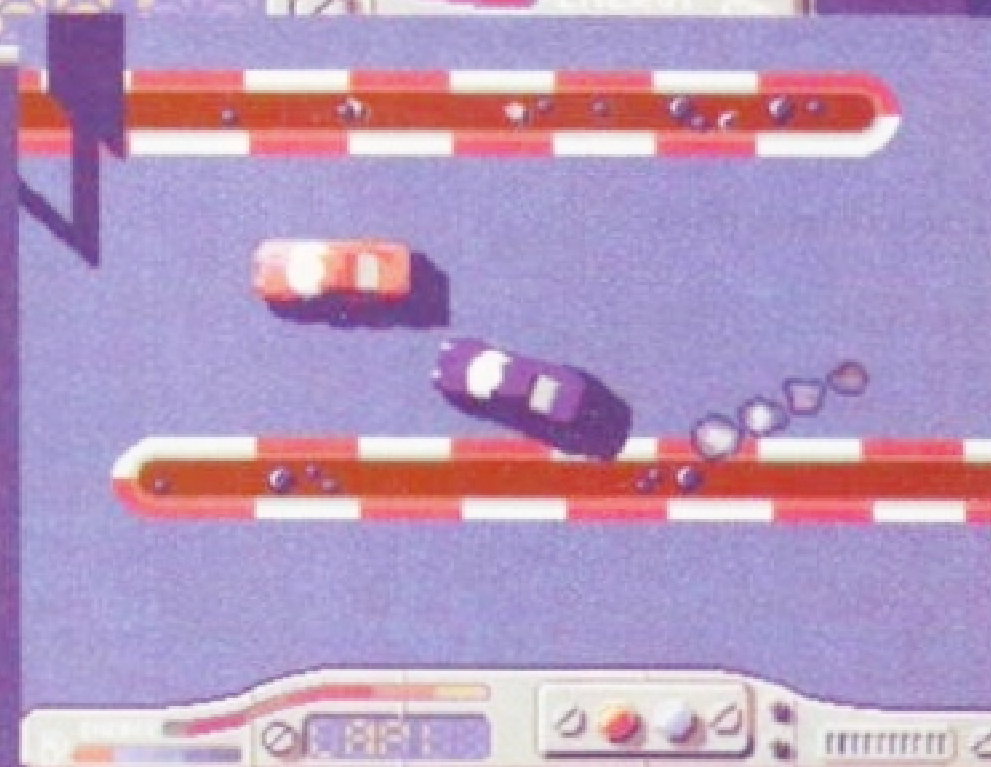
All the way from Johannesburg in South Africa, *Meta Circuit* is an AMOS top down racer featuring large attractive sprites and incredibly smooth scrolling.

Handling is competent in that the cars are responsive enough to joystick control. They even drift when driven into corners too fast. There are only two cars taking part in the game but both can be controlled by human players thanks to a split screen option.

Two features of note are the inclusion of a Turbo pick up and a fuel pit stop. They do as you'd expect and stop the game from feeling too basic.

Top down racers are ten a penny and this one is certainly better than some we've seen, but the exclusion of things like weapons and other types of power ups make it feel just a little too basic to receive anything other than a mild well done.

VERDICT: COLOURFUL AND COMPETENTLY EXECUTED BUT NOT ENOUGH ON OFFER TO MAKE IT STAND OUT FROM A CROWD OF SIMILAR TOP DOWN RACERS.



GAME: ULTIMATE TOUR TENNIS
AUTHOR: RICHARD TAYLOR
LANGUAGE: AMOS

Super Tennis Champs from Mental Software (now a full priced game published by Audiogenic) first started out life as an AMOS game sent into *Amiga Format* by Elton Bird.

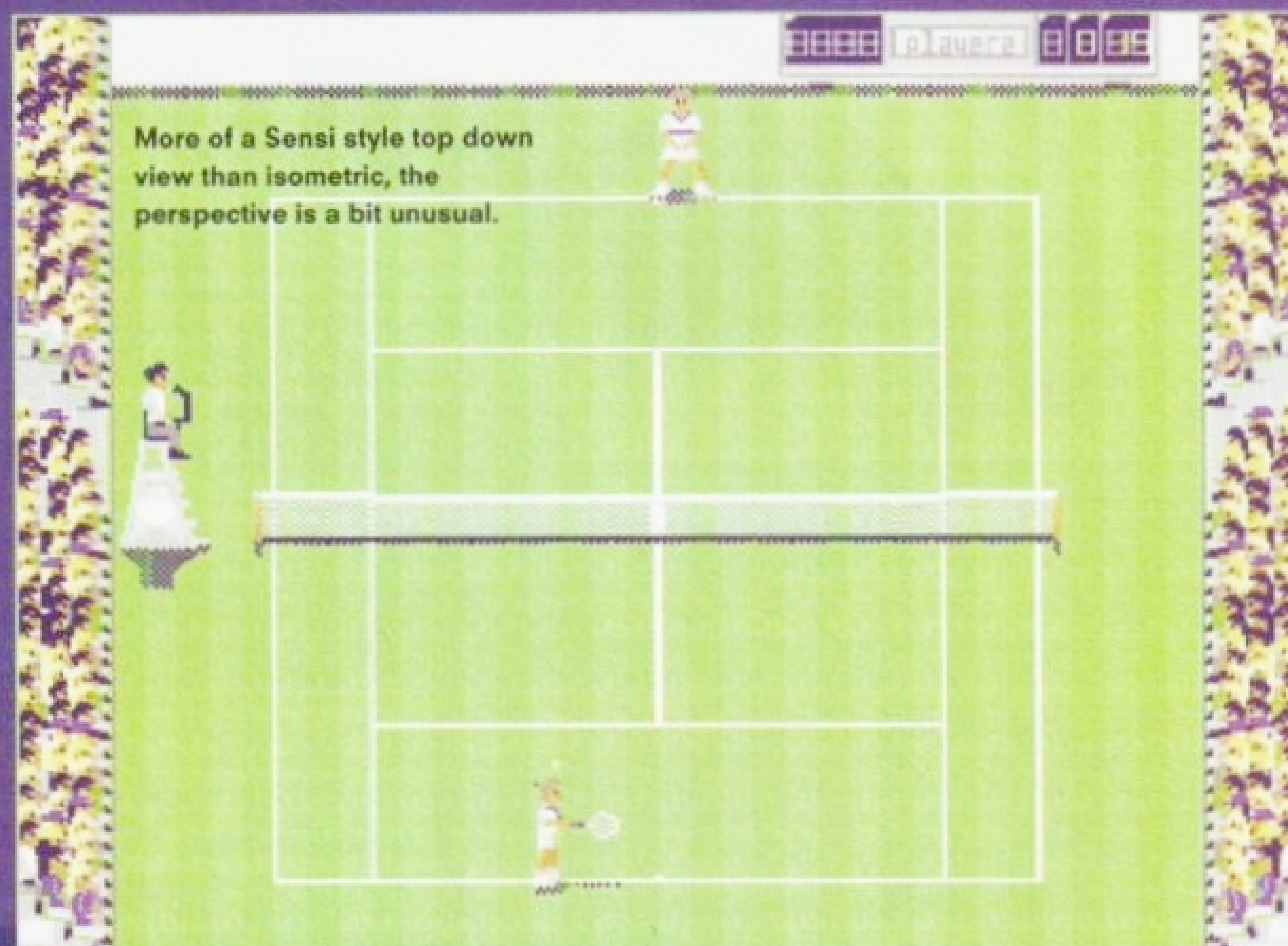
It was a hit straight away in the office due to the ease with which it could be played. Within five minutes anyone playing a game could sustain a rally and even start to play some of the trickier shots like smashes and lobs. Not so with *Ultimate Tour Tennis*. Graphically and in gameplay terms it's not in the same league. The view is more top down than isometric and the ball is roughly two pixels in size.

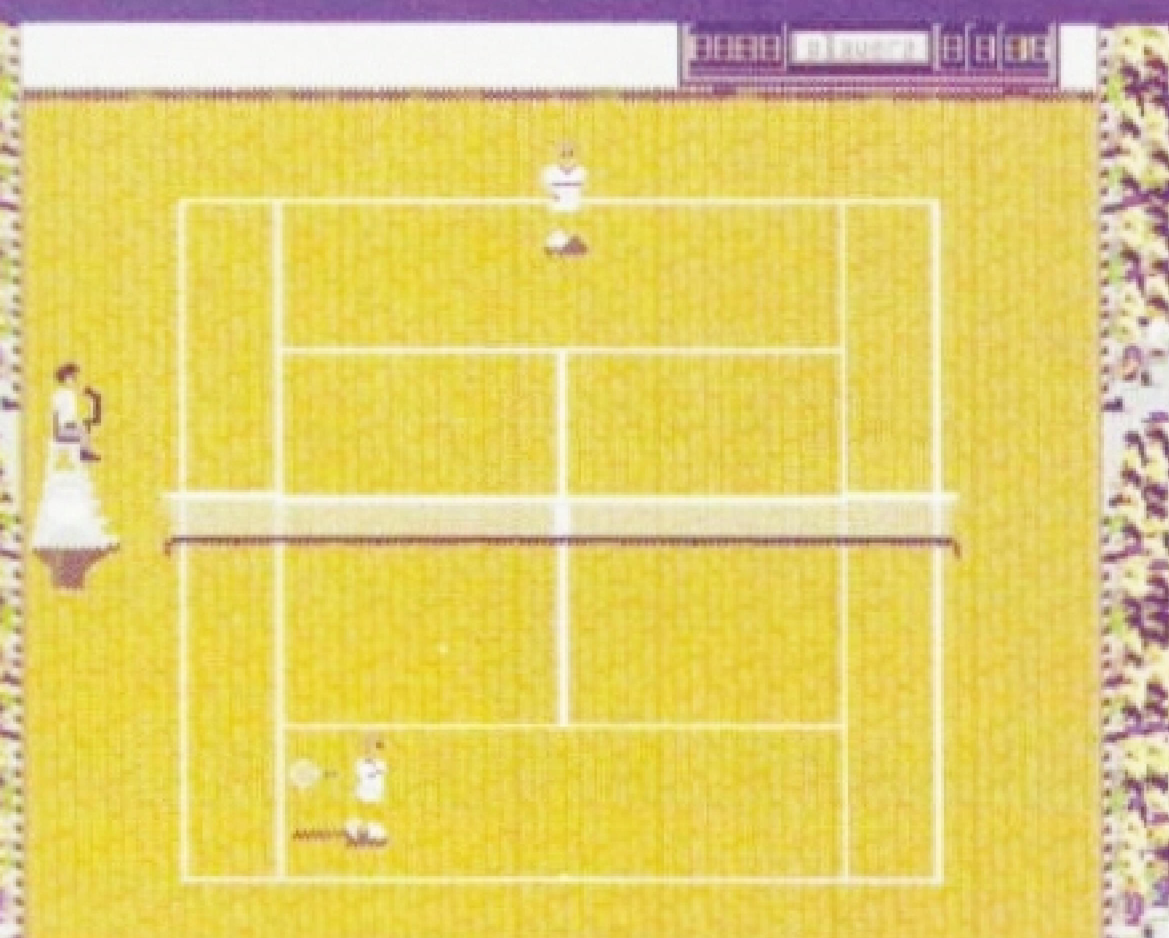
It's hard to get the hang of returning the ball because it demands more accuracy than *Tennis Champs*. Sustainable rallies are just about out due to this flaw. The potential is there, but it really does pale when compared to *Tennis Champs*.

VERDICT: MORE WORK NEEEDED IN THE GAME TESTING DEPARTMENT.



There's a choice of courts available in green or beige.


More of a Sensi style top down view than isometric, the perspective is a bit unusual.


In some ways the pixel sized ball in *Ultimate Tennis Tour* is reminiscent of Psion's *Match Point* on the ZX Spectrum.



Got some money but lost track of the new releases? Here's **Steve McGill** with a gentle but firm guide on what's hot and what's not.



Games Check

ALIEN BREED 3D
(*AF78*: FG93%) Team 17

Hugely entertaining and genuinely scary *Doom* clone. Features such as 16 levels, five different weapon types and numerous baddies with different attack patterns.

Structured more in the style of *Doom* than *Gloom*, yet ultimately more shooting oriented. Numerous nice little touches like having to swim underwater, climb stairs and traverse unguarded walkways make it feel like more of an experience than a game. Terrific.

BREATHLESS
(*AF80*: FG95%) Power Computing

First of the *Doom* clones to truly compete graphically and in terms of gameplay with similarly styled games on the PC. The graphics are beautiful on an accelerated machine and add a frightening atmosphere.

There are four levels consisting of five stages. The gameplay's set at just the right difficulty level to provide a challenge to all who attempt to take the game by storm. It requires procedure and discipline to make headway. Coupled with the atmospheric lighting effects, the game keeps you on your toes and at times can be genuinely scary.

If you have an accelerated machine this is a must purchase.

WORMS
(*AF79*: FG90%) Interplay

Take charge of a team of four little worms and pit them against other teams of four little worms.

Shoot, blow up and obliterate the other teams with the numerous weapons that come to hand like shotguns, bazookas, dynamite and homing missiles. Get your mates round with some beer and crisps and prepare to laugh all night and into the wee hours.

Eight terrain types and over four billion terrains can be generated by the program. So you're not going to be able to play them in one sitting. Top fun for people with friends.

DUNGEON MASTER 2 SKULLKEEP
(*AF79*: 81%) Interplay

A belated sequel to the highly successful *Dungeon Master* of early 16 bit Amiga fame.

There are welcome improvements all round such as the ability to increase characters experience merely by practicing rather than having to kill monsters.

There's more scope to be fiendish due to the more interactive nature of the objects that players come across.

Fulfils the maxim, "if it aint broke don't fix it" while adding touches which make it a much more satisfying game to play.

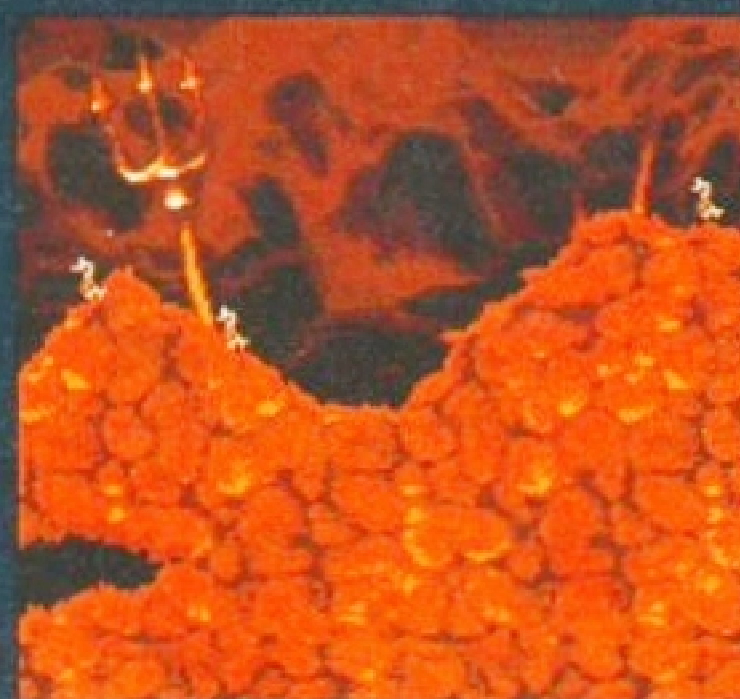
FEARS
(*AF76*: 92%) Manyx

Truly inspirational use of the AGA chipset merges with a *Doom*-clone so tough that it probably offers the best value for money of any game on the market at the moment.

Also included is an editor and advanced editor to create your own dungeon scenarios, as well as that all-important link-option, enabling you to hunt down and kill your best friends.

ODYSSEY
(*AF76*: 85%) Audiogenic

Beautiful little platform-based



arcade adventure that plays at a pace set by the gamer himself. It can be fast; it can be slow; it can be in between.

Requires a bit of thought on the best way of overcoming seemingly insurmountable problems, but the ability to change into any one of ten creatures certainly helps. Great!

SUPER STREET FIGHTER 2
(*AF75*: 88%) US Gold

Despite the smallness of the sprites and the excessive number of disks and disk swaps, *Super Streetfighter 2* manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident *Streetfighter* champion, Graeme Sandiford, to sum it up as: "Surprisingly good, except for the graphics".

95%



BREATHLESS: The king pin *Doom* clone on the Amiga. Humbles offerings on other platforms that need thousands of pounds worth of hardware merely to support them.

DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS

BRAVO ROMEO DELTA
(*AF76*: 30%) Guildhall

Up to the minute political topicality is merged with a backward, awkward control system from the heady world of IBM PC compatibles in the '80s.

Anyone in their right mind should avoid at all costs. It looks and plays absolutely horribly and should be made to suffer from mutually assured destruction.

SUBVERSION
(*AF76*: 10%) Guildhall

Any feature of a game can be twisted round and made into a benefit. So, from an advertising point of view, *Subversion* boasts hundreds of thousand of different combinations of play and ten levels of difficulty. In reality, it presents you with one sub-standard ZX Spectrum screen which is so poor it doesn't even make it on to the glossily packaged box. Avoid.

HOLLYWOOD HUSTLER
(*AF77*: 15%) Desert Star

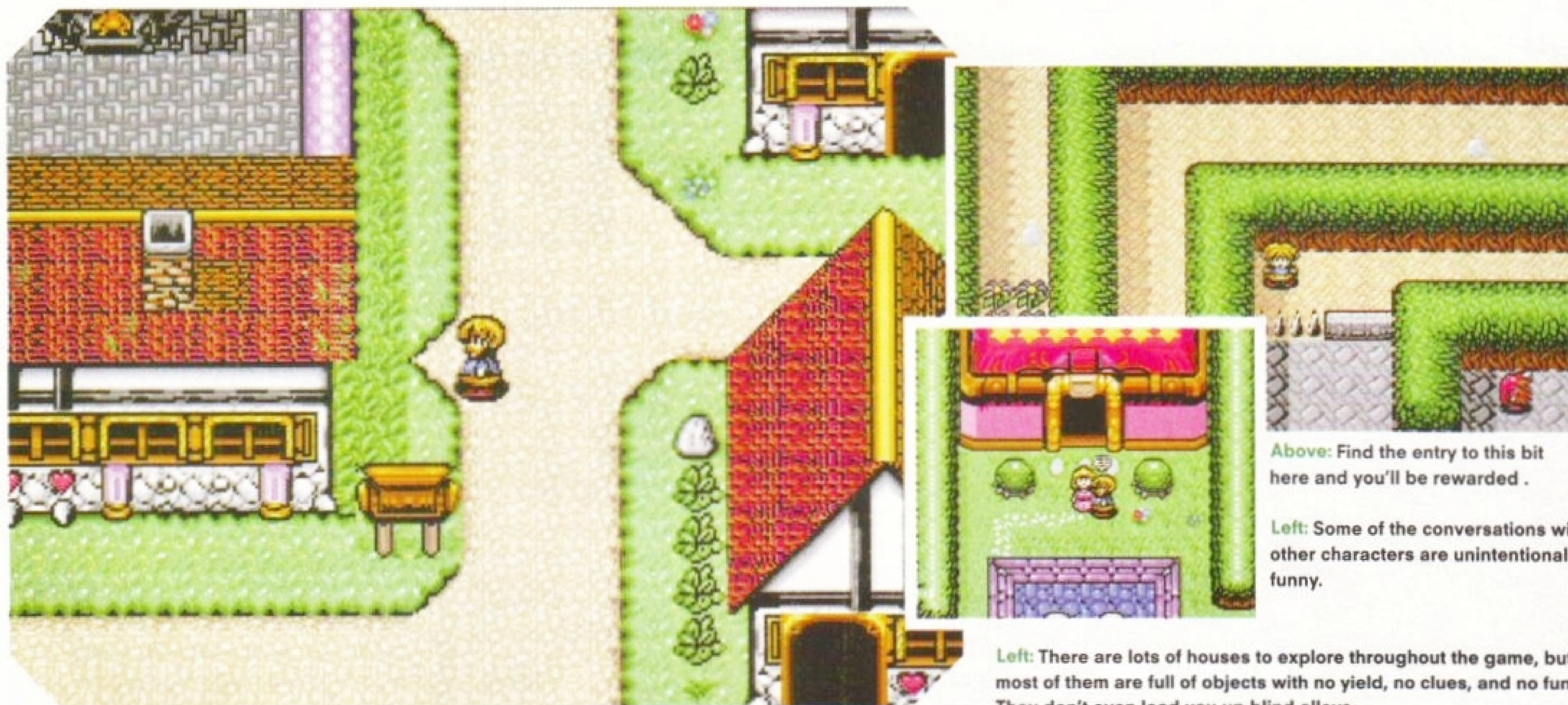
An anomaly of a release, especially when the price of £24.95 is considered.

Poker games abound in the Public Domain and many of them are far superior to this, both in presentation and the style of Poker played. No redeeming features. Not even the crudely digitised graphics and speech can save it.



The Legacy of Speris now joins hands with the the legacy of the CD32. **Steve McGill** takes on the role of Cho to find out if there's something worth looking for.

Speris Legacy



Above: Find the entry to this bit here and you'll be rewarded .

Left: Some of the conversations with other characters are unintentionally funny.

Left: There are lots of houses to explore throughout the game, but most of them are full of objects with no yield, no clues, and no fun. They don't even lead you up blind alleys.

One word could never sum up any game with the style and execution exhibited by Speris Legacy on the CD32 but if you were only allowed to use one word it would have to be 'feedback'.

And, immediately after stating 'feedback' you would have to qualify the statement by following up with, 'not enough of it'.

For that is the bane of this delightful looking game. Most of your time is spent searching for objects and methods of obtaining other objects to fulfil an overall quest.

The search areas are large and can take several minutes merely to walk across. Considering that you also have to search throughout the buildings and obstacles residing in the area, too much of your time is spent in completely unproductive, uninteresting, meandering.

At first it's not too bad. The game environment is bright and beautiful and the characters you happen upon are interesting-ish first time round. But then everything begins to pale. The environmental interaction which made *Zelda* so enjoyable is mostly absent in *Speris*.

Too many obstacles which should be breakable aren't and they remain as true obstacles which merely add tedious travelling time to your escapades.

It's a shame because part of the appeal of Zelda lay in the manner in which you could so easily be distracted by small sub-tasks.

While so engaged, clues to more important problems were hinted at, happened upon, or given away. It meant that even if you were making heavy weather of the main tasks, there was always something engaging to indulge in.

Not so with *Speris Legacy*. There's no denying that the constant trudging around is the equivalent of a longevity investment for the game. It'll take ages to complete and some people will be more than intrigued by the sparsity of clues and the tenuousness of some of the links between objects and tasks. Good luck to them.

But most people will be put off. There's a fine balance between reward and satisfaction. By the time Speris rewards you, you're more likely to be so peeved that spontaneous combustion seems the better option.

Still, it's out on the CD32 and it'll read a keyboard if you've got one attached. It's not terrible or anything, but it has to go down as one of the missed opportunities of 96.



Ice cream cakes are a hazard in real life. They make you slow and fat. In *Speris Legacy* they try to kill you much in the manner that this one here is trying.

SPERIS LEGACY

Publisher
Team 17 / Ocean
01924 271637

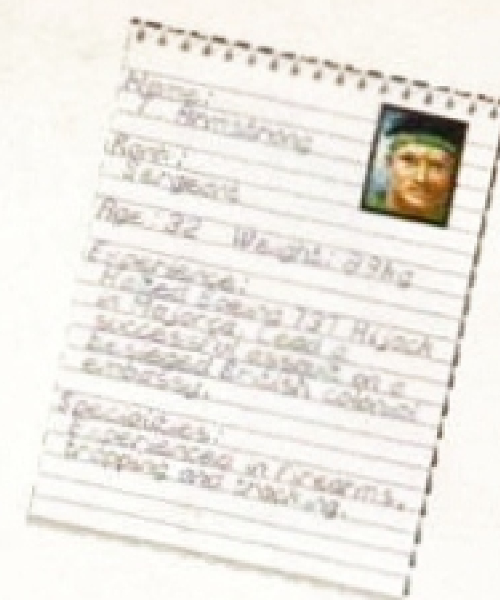
Price
£29.99

Versions
CD32

Release date
Out Now

69%

They're not foilists. They're not epeeists. But they're in a group of four. Steve McGill concludes that they must be a Sabre Team.



Re-releases



Above: The diet Coke bloke in a previous incarnation.



Left: Various actions are controlled through this easy to understand control panel.



He's got the line of sight and he's got the action points. With any luck this terrorist won't make it into another episode of the Bill

Sabre Team

Kixx 0121 326 6418 ■ A500/600/1200 ■ £9.95 ■ 85%

"Lights, camera, action points." That's right, *Sabre Team* the Amiga action game is back. Not bigger, badder, and better than before – it's just the same as it ever was – but that's good.

UFO: Enemy Unknown junkies take note. If you've completed Microprose's *AF* Gold winner, this offering from the Kixx label presents you with a different slant on the 3D isometric cum *Laser Squad* derivative.

Turn based, the game relies on action points, line of sight, strategic thinking and tactics. There are five missions in all; Embassy Siege, Jungle POW Camp, War Games, Liner Hi-Jack and Missile Guidance.

Each mission presents its own particular problems through terrain types, varying enemies, and the equipment needed to successfully complete it.

The crux of the game lies in the handling of action points. Everything that the player attempts takes up action points. Each man has a set number which can be made more or less effective depending on what they're wearing.

Say, for example, the option was taken to arm a man to the hilt with rifles, grenades, and a bullet proof vest. To cover the same ground as a man armed only with a pistol would take more of the coveted points.

And then there's the need to save points before the end of the man's turn. An enemy could always appear through a door or beside the man. Unsaved action points can be converted into the opportunity to fire back. No action points, no return fire. Simple as that, harsh as that. It can lead to some interesting dilemmas and some needlessly dead blokes.

The biggest problem with the 500 and 600 version is the time it takes for the Amiga to calculate the enemy moves. When things kick into full swing it can take an age and a day to complete sections and make progress. A1200 owners and accelerator owners will be pleased to hear that waiting time is significantly reduced with a faster processor installed.

In all, *Sabre Team* is significantly different from *UFO: Enemy Unknown* to merit as a must buy for fans of the former game. Anyone else who hasn't tried this style of game before, should find themselves pleasantly surprised.

Much of the game comes down to a matter of trial and error. In turn it can be satisfying, frustrating, enjoyable, fun, exasperating, and most of all, captivating. At the new budget price of £10 it rates as an obligatory purchase.



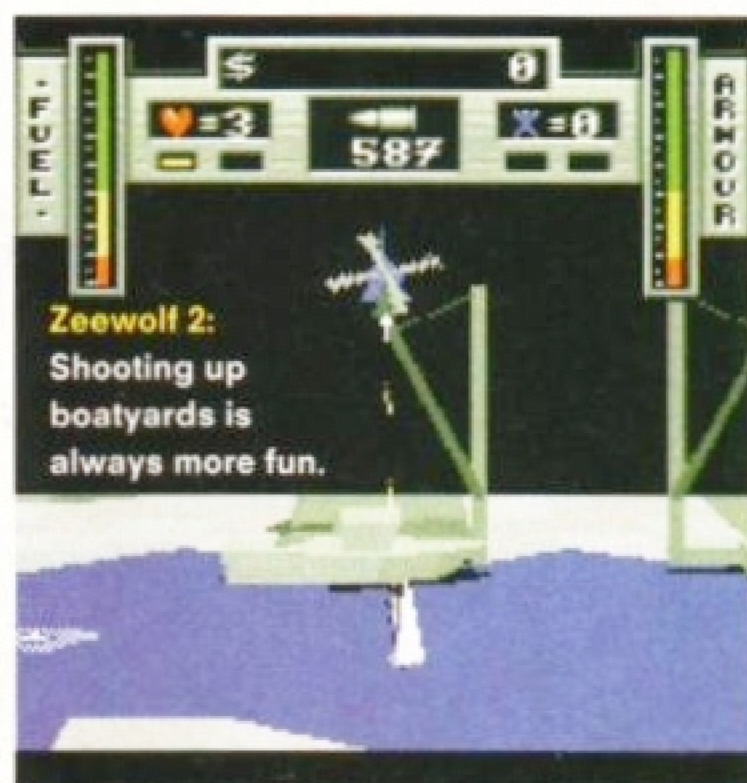
There are enough varieties of guns and assorted arms to keep any disreputable weapons freak happy.

If the alien just won't die or your brother can't get past stage two then **Steve McGill** has some hints, cheats, and tips to help you.

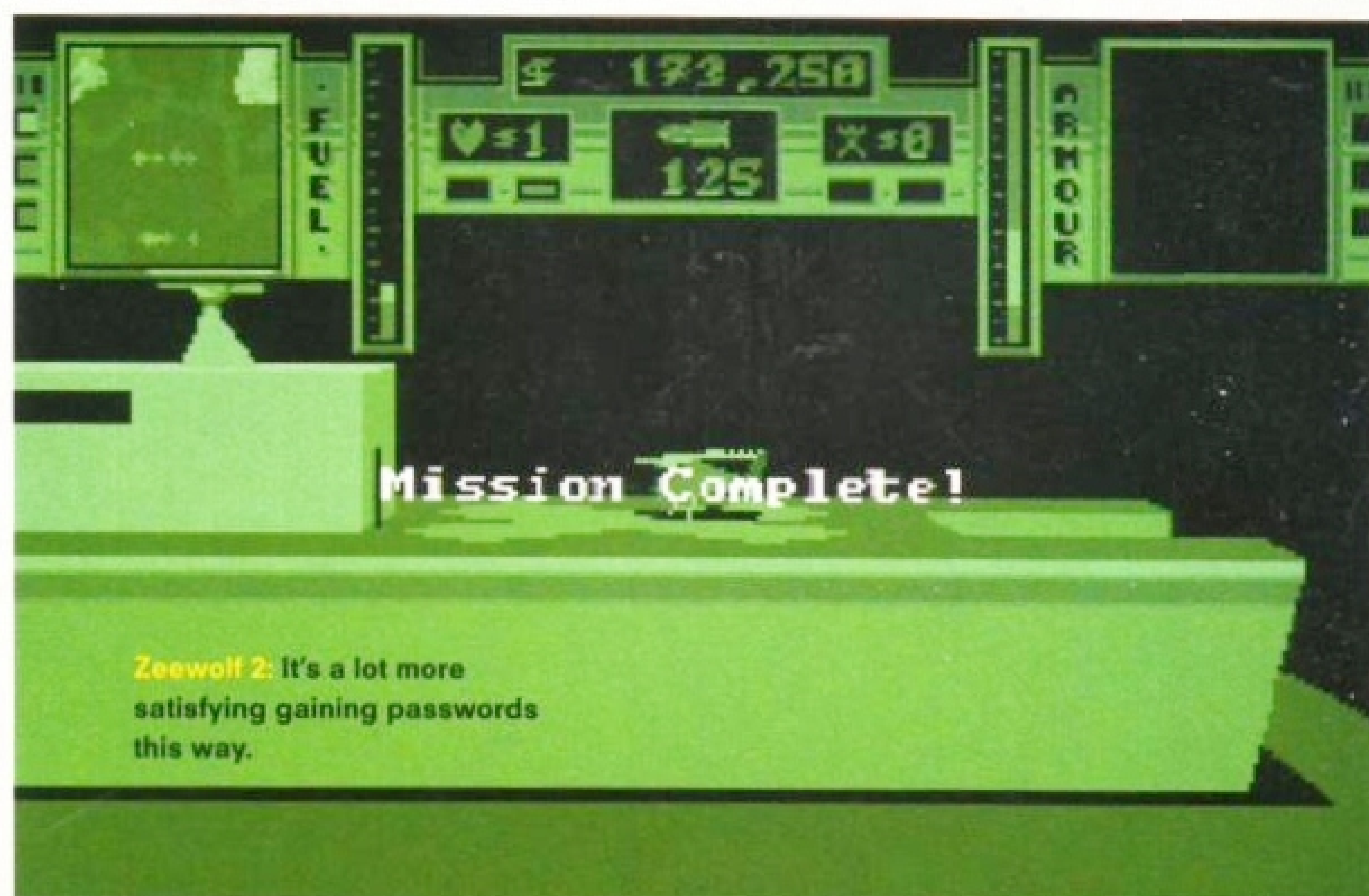
GameBusters



Frontier: Remember to buy an escape capsule and an auto-pilot.



Zeewolf 2: Shooting up boatyards is always more fun.



Zeewolf 2: It's a lot more satisfying gaining passwords this way.

Frontier: Dock at the starport and you should find yourself equipped with an Eagle.

ZEEWOLF 2

Allan Hall from Hants is the first to send us the complete set of passwords for Binary Asylum's sequel to *Zeewolf, Wild Justice.*

Starting from Mission 1, they are:

Requin
Wolfram
fullmoon
ouragan
jmargus
stag
kraken
station
gbull
statipause
doitnow
shipdeck
globoff
behave
shadow
maxfuel
pelpay
domino
steerdart

FRONTIER ELITE 2

R. Gorman from Hull has sent the following tip for eternally popular

HELPING HAND

GOING ON STRIKE



My brother has recently purchased *Jungle Strike* for the Amiga 600. He can never seem to get past Campaign NR.1: Washington DC. He says he was so close to getting into Campaign NR.2: Sub Hunt. He always gets in a bad mood when he gets so close to completing the campaign and for the rest of the day he picks on me. PLEASE, if you have the level codes for *Jungle Strike* could you send them to me so my brother can actually play in the jungle because that is what the game is about.

If you do not have the codes for the campaigns would it be possible for you to send me any useful tips so my brother does not keep picking on me. If you can help in any way I would be very grateful.

Brenden Plane (age 7)
Norwich.

Sorry to hear about your brother Brenden, these passwords should let him access any of the levels.

Campaign	Password
Two	*RL6PDY39SPM*
Three	*9VMPK39W4HS*
Four	*XTHC9XTLMZF*
Five	*VNGZKRV7SGG*
Six	*WSDVNHC3VF*
Seven	*THCKNL6MDRH*
Eight	*7GR7HPZJ97X*
Nine	*N4SJY7S6FB6*
End Sequence	*L4SJY7S6FB6*

CHECK MATE CASTLING

Please help. I can't get the tenth key for *Castle Master*. If you could help me in any way I would be much obliged.

M. White,
Ayrshire.

Start the game, press SHIFT, L and then the right mouse button about twenty five times and you should hear a noise. Look around and you'll see four blocks; shoot them (from left to right) infinite lives, all the keys, the game ending, or rock travel.

BODY BLOW JOB

I own *Ultimate Body Blows* for Amiga CD32. I am not all that good at playing it. Any tips for more progress.

J Harris
South Australia.


Crystal Dragon: Want to start on level Two. Check out our handy hint below.




Theme Park:
Above: The chicken men are just about useless. Don't hire.
Left: Research for a while before building rides.

space trading game *Frontier*.

Once you have a big ship, buy lots of mining rigs, an escape capsule and an auto pilot. Install a rig around 10km from a starport and let the police blow your ship up.

Now, in your escape capsule dock at the aforementioned starport. You now have an Eagle. Select the shipyard, then upgrades and sell all of your rigs. Now you can buy a large hyperdrive and travel for next to nothing. You can now complete any military package trip with loads of time left.

CRYSTAL DRAGON

Daniel Lawrence has discovered the following cheat for Black Legend's *Crystal Dragon*.

Start the game as normal. When you get to the character generation screen don't select any characters, just click on DONE. Then when the game has loaded up you will have Bethan and Yoran both starting on level 2.

THEME PARK

One of the most popular requests for help in GameBusters concerns *Theme Park*. Bryan Gavin from Caithness sent in these timely and helpful tips for the A500 version.

1) The first thing to do is buy some land in Britain. Britain is the best place to start off because it doesn't cost you anything.

2) Instinct tells you to build and open your park as soon as possible. Don't. The thing to do is research into everything for the first year and do nothing else. It will take a while to get new rides but you will get the trees, super toilets, the staff will be faster and you will get all the shops. You will have to watch your money in case it gets too low. If it does, just stop the research.

3) It's time to start building. It's a good idea to put the Bouncy Castle, the Ghost House and the Merry-Go-Round at the front with Balloon World, BIg Time Fries, Bit Time Burgers, The Coffee Shop, Pokey Cola, and Mr Walley's Ices between them. Put the toilets at the sides. Put a few lakes in somewhere to make your park more pleasant. Fill in any gaps you might have with trees so litter doesn't gather.

■ **Britain is the best place to start off because it doesn't cost you anything.**

4) Now that your park has shops and rides in it, it's a good time to open to the public but before you do check the prices of the products that you are selling against the list below;

Fries 85p
Burgers 110p
Coffee 25p
Ices 55p
Drinks 75p
Balloons 50p

These are the recommended prices for the products. The tickets are a different matter altogether. Start with the ticket price at 96p. Don't leave it like that though, put the price up every three or four months by

Continued overleaf ➡


Theme Park: Ornament design helps keep the fussier of the punters happy.

To access the cheat screen, with the choice of infinite energy and credits and the option of playing Max, plug in two joysticks, wait for the option screen, push the joystick in port one left. Push the joystick in port two right and hold them for about six seconds.

BENEATH A STEEL TIP



I've been stuck on the ground level of *Beneath a Steel Sky* for ages. I can't get into the wine cellar of St James' Night Club or steal the glass with Colston's fingerprints. Could you please also tell me how to get Joey up and running again.

Christopher Hindley
Clwyd

To get Joey up and running, stick his circuit board into the pile of old junk in the room at the right of the bottom of the stairs. To get the glass from Colston you must wait (leave and do something else) for the band playing to stop. When stopped, go over to the jukebox and activate it. Colston will get up. Quickly go over and steal the glass. Take it to Burke and then go back to the vaults and touch the panel on the door. It will open.

DESERT STRIKE

More helicoptering tips needed. This time, it's Boris Bigalke from Berlin who wants help with *Desert Strike*.

The level codes are as follows:

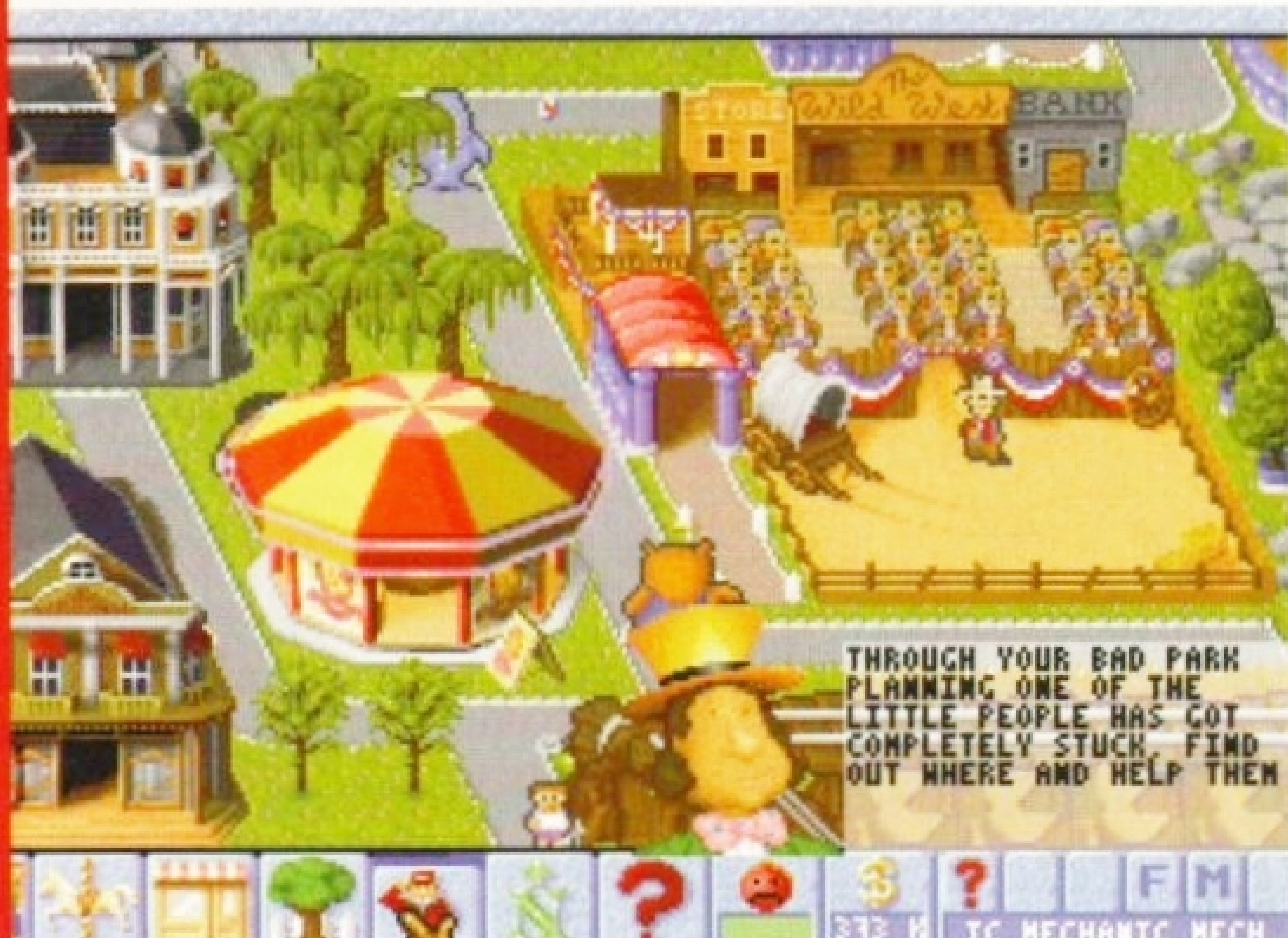
Level Two: BQOQAEB
Level Three: KLJLTOE
Level Four: WEIVVJT

Cheat: Entering the password as BQQQAEZ rewards you with ten lives and infinite ammo. The code for the end sequence is ONKKQFK

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll do our best to print it.

Send it to: HELPING HANDS, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA12 2BW.



Theme Park: Always be on the lookout for thugs but don't hire too many security guards.



Alien Breed 3D: Sometime after April we'll probably be featuring top reader tips on the sequel to *Breed 3D*. I can hardly wait.



Theme Park: Don't charge any more than 85p for chips.

← 10p. The people won't notice it too much.

5) Now that your park is up and running you need to hire some staff.

Handymen - You will need quite a lot of these. They do most of the work. Don't go overboard and hire too many. However, each time you see a bit of the park getting covered in litter hire a few more to tidy it up.

Mechanics - You won't need very many of these. Just put one outside every ride and two outside the big rides.

Entertainers - Don't hire them. They are useless.

Guards - You will need these. They don't do much but are needed later on in the game.

6) Research is good and bad. The good thing about it is that you get all the rides, shops etc.. The bad thing is the speed it drains your money at. If money gets too low, stop the research.

7) By now you should have a few new rides like the roller coaster and the rubber tubing. The roller coaster is the most expensive ride you can get. When you get one, don't make it too death defying because no-one will go on it and you'll have wasted your money.

8) Now that you have a roller coaster, a thug or two will make an appearance at your park. Don't panic and put hundreds of guards all over the park. Strategically place guards near shops, alleyways and rides. The thug will get bored and leave allowing you to breath again.

9) Keep building up your park, keep up with the research and don't hire any entertainers. The bigger your park gets the greater the increase in park value; the more handymen you need to hire.

10) The final and most important thing you have to do is make the staff happy. If they ask for a pay increase 20% is a fair deal.

Soon your park will be finished. You can either sit back and rake in loads of money or you can auction off the park and rake in loads of money. Putting your park up for auction means you'll have to start all over again. Only this time you'll have more money to do it with.

ALIEN BREED 3D

Since the release of *Alien Breed 3D* there's been a steady flow of codes for all of the sixteen levels. Proves that there's a load of active gaming going on out there.

Neil Tweedy from Manchester Uni sent us the following code: KLLKFFAAIPLJMKLN. We haven't had long to test it. From what we can tell it, at least, gives the player infinite ammo.

Darrren White from Ipswich sent us his level completion codes and added the following tips:

If you replace the last 8 letters of any code with these letters (EEEEDCGN) or replace the last four with (AIHP) or replace the 7th and 8th letters with (OO) it will, in most cases, raise the level of firepower and it can also raise your vitality level.

After finding it particularly difficult to defeat the last alien in the "Test Arena Gamma" Level, Darren came across an easy, though time consuming, method of removal.

Kill all the aliens up to the point where you come across the captured alien in a large white box. Run as fast as you can back to the first arena and make your way up to the balcony where the alien is. Crouch down and position yourself at the back edge of the balcony. Make a cup of tea while the alien bombs itself into oblivion. This will let you continue into the exit chamber and onto the next level.

Alien Breed 3D: Tell me what this is and there'll be a sweatshirt in it for you.







Alien Breed 3D
Above: Four guns per arm, a lot of firepower.
Left: He who fights and runs away lives to fight another day.
Below: At the end of a weary day's fighting, this is what all the adventurers want to see.



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This month, we sent our erstwhile Demo expert Simon Carless to the "The Party V" in Denmark. Here's what he came, saw, and voted for.

PD Select



CLOSER: It's easy to see why it was the party winner.



Above: A hybrid of PC and Amiga demos, *closer* is a credit to CNCD.



Left: Bill and Ben didn't like to talk about their illegitimate brother.



The final solution when you've run out of speed.

The scene: a conference hall in deepest Denmark. The date: the 27th to the 29th of December 1995, a time when any sane human being would be polishing off the leftover turkey and writing thankyou letters to Auntie Doris for that lovely pair of socks.

Yet thousands of Amiga fans from all over the world came together for the biggest demo event of the year, "The Party V", in Fredericia, Denmark, snowy Scandinavia. The first prize in the demo competition, a not-to-be-sniffed-at $3500.

The party as a whole attracted more than 50 new Amiga demo releases and the support for the Amiga was a delight to see, especially in the Wild Competition.

Any computer configuration was allowed to compete, from a ZX80 to a Silicon Graphics Station, the only rule being that the competitors had to provide it themselves. Despite the party being orientated around both the Amiga and the PC, all 8 entries in the Wild Competition were created on Amigas.

The quality was absolutely amazing. Broadcast-quality animation and design being easily attained, illustrating perfectly why high-end Amigas are still a viable and cost-effective alternative to any other machine on the market.

The Amiga demo competition itself attracted a brace of high quality entries and showed that even if the Amiga's architecture is 10 years old, there are still plenty of programming advances being made.

A couple of years ago texture mapping, such as the kind used in *Alien Breed 3D* and *Breathless*, was considered relatively impossible. Nowadays the latest breed of demos can display gouraud and phong shaded vector graphics something that was, until recently, only possible on a fast PC.

It's debatable whether these kind of new routines will make it into games because they're much more suited to object display than actual game engines. But demo coders are constantly innovating and improving and perhaps it won't be long before a real 1*1 pixel *Doom* clone can run on an unexpanded A1200.

However, an increasing number of the demos needed at least 2Mb of fast memory, in addition to the normal two-meg chipram in an A1200. This is a shame as it puts many of the best releases out of reach of the 'average' Amiga user. But on the other hand, it's an added incentive for people to upgrade and exploit the machines full power.

The runaway winner of the releases, CNCD's demo *Closer*, really shone, with some amazing vector effects and great design.

The second place demo, by Oxygene, also had some spectacular routines, Like a spacecraft race effect that looked a lot like *Wipeout* on the Playstation, minus the texture-mapping – it would make an absolutely amazing game.

So, without further ado, here are the reviews of the winning releases:

CNCD – "CLOSER"

DEMO

1st place
Ware..............................Freeware
(HD, AGA+4meg fastmem needed, 030 recommended)
Available on the Internet via ftp from the Papa demo archive: ftp i41s20.ira.uka.de pub/TheParty95/closer1[-3].lha

This was the winning demo from "The Party V", and the first thing that needs to be mentioned is that you need a pretty powerful machine to run it on.

Continued overleaf ➡



CLOSER: The elastic, almost lifelike qualities, hint at the goodies to come.

PD Selection of the month

PICTURE THIS VOL.2

GRAPHIC UTILITIES

By .... Various Programmers
PD House .... Roberta Smith DTP
No of Disks .... One
Price .... 90p per disk plus 50p p&p

Roberta Smith DTP can always be counted on to supply incredibly useful and novel disks full of valuable goodies.

Picture this Vol.2 **is no exception. Featuring a collection of five programs – three picture viewers, a painting package, and a fun utility – anyone who spends time fixing, filing and converting graphic files will find that it's a bonus. They'll also find that it increases productivity time when working. Here's a brief resume of what's on offer.**

FastView: made PD Selection of the Month in issue 80. It's easy to see why. FastView will display IFF, ILBM, GIF, PCX, JPEG and BMP pictures. Pictures which normally couldn't be displayed are converted to HAM or greyscale. Incredibly handy.

PixxMaster: is an art package which might come in useful if you're tight for space. There are twenty drawing instruments in all and the arist can draw in 32 colours; 16 of them are editable.

Kaleidoscope: A pretty picture generator. Load in any file and the program will generate a pretty IFF picture using the data held within the file. This could almost be a covert encryption file except there isn't a decoding element involved.

UniversalGIO: for those of you wishing to extend the number of file types that can be loaded into Photogenics. Some of the more useful formats that can be loaded in are: IFF-ILBM, PhotoCD, Targa, MacPaint, TIF, RGB formats, YUV, VLAB, HHsYUVSq, and TBCPlus frames. This version is shareware – it's missing a keyfile which means that all of the above formats can be loaded in but they'll only be in greyscale.

Visage: Another picture viewer, Visage has several features worth noting. It can scale rendered pictures to fit the screen, uses a BestModeID like function to find a suitable mode and there are also several slideshow options, ideal for use with screen blankers.





CLOSER: Apparently Weetabix man made a guest appearance when judging the demos.



VISION: The Wipeout sequence is a nice touch.

This is indeed a great demo, probably one of the best ever released on the Amiga. Right from the start, when an elastic spiked ball with lens flaring reflects its way round the screen, you can't fail to be knocked out. Some people have been claiming that *Closer* simply rips off the style of PC demos with plenty of exotically textured and shaded vectors. But it's much more than that – perhaps the first successful hybrid of the two styles.

As with many demos, the best effects are more or less indescribable. A lightsource swings over a weird, bumpy surface, and you see the shadowing change accordingly. There's a bump mapped tunnel with shimmering, water-like walls and other strange, globular effects. The design is wonderful, particularly the raytraced credits sequence with rendered logos. Groo turns in a rhythmic, original soundtrack, which one of the CNCD members has memorably described as "lite-industrial". The whole production is simply excellent.

OXYGENE – "VISION"

DEMO

2nd place
Ware.............................. Freeware
AGA+4meg fastmem needed
Available on the Internet via ftp from the Papa demo archive: ftp i41s20.ira.uka.de pub/TheParty95/oxygen1[+2] .lha)

The runner-up demo is no less demanding on hardware, needing a total of 6Mb of RAM to run. However, there is an accompanying text which says Oxygene are working on a version for all A1200s. We'll keep you updated.

This is the follow up to *Control*, their excellent demo reviewed recently in *AF* and it displays many of the same traits. Again, some brilliantly drawn pictures. Again, an excellent soundtrack by Clawz of Bomb Software, the guys behind *Fears*.

This time there's also a couple of memorable, cinematic-style vector sequences, rather than the more surreal space-drift of *Control*. A man runs along a corridor, just squeezing through a rapidly closing door. The spaceship race received uproarious cheering when played on the big screen. There's also an absolutely stupendous zoom round a cavern – looped animation? – who cares when it looks this good!

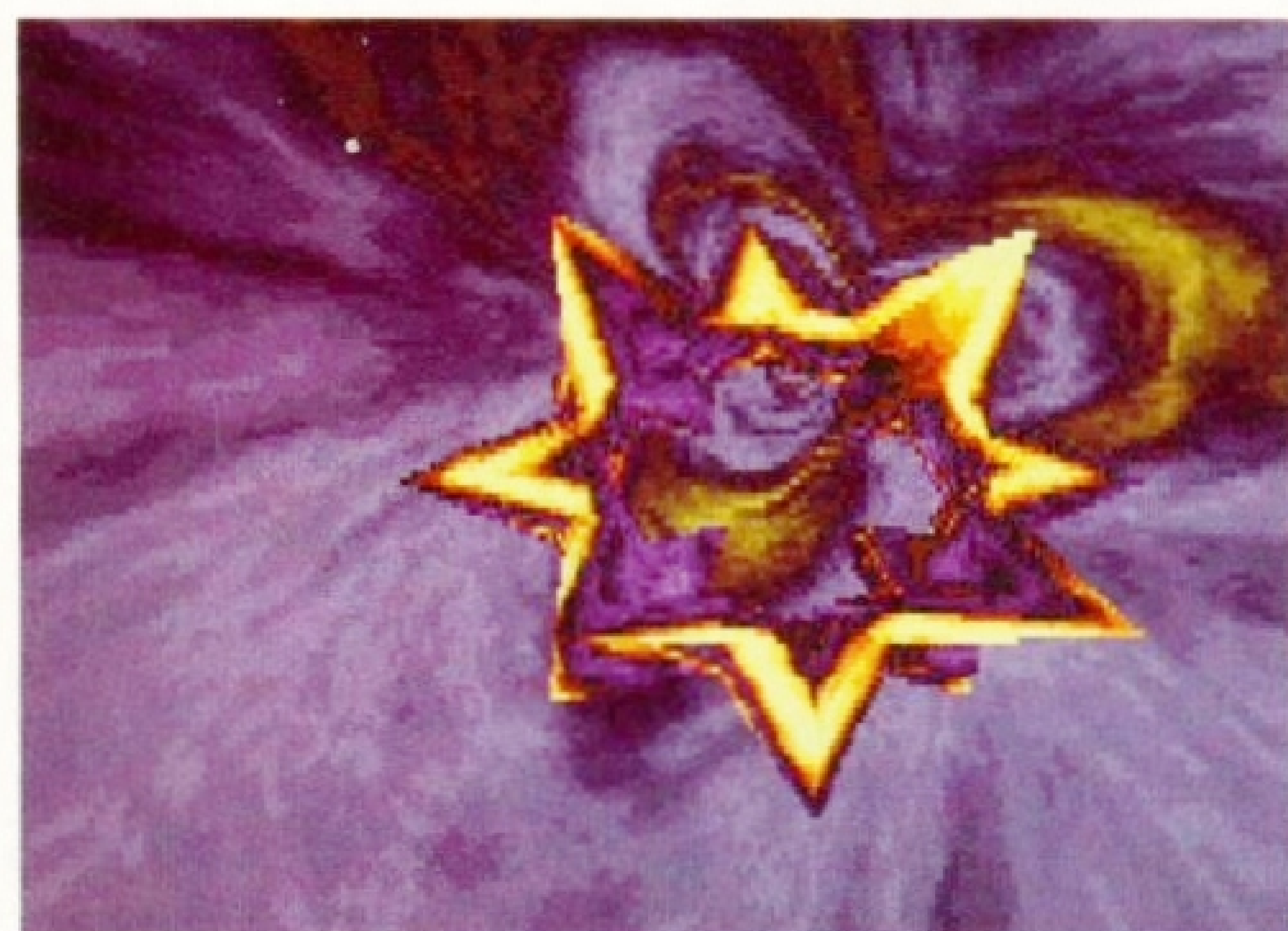
Oxygene manage to include some great abstract routines, much like some of the effects in the CNCD demo. A multicoloured tunnel zoom, some great torus and star objects with exotic shadings and texturings. Great stuff.

VIRTUAL DREAMS / FAIRLIGHT – "FAKTORY"

DEMO

3rd place
Ware.............................. Freeware
AGA+2meg fastmem needed)
Available on the Internet via ftp from the Papa demo archive: ftp i41s20.ira.uka.de pub/TheParty95/faktory1[+2].dms)

Many people think this demo, from Alien of Virtual Dreams, should have been placed much higher and with the quality of graphics and design, it's easy to see why. It's nice to see some



VISION: Leftfield's a good CD to accompany this part of the Demo.



VISION: We're not sure, but Salvador Dali asked us if this is where babies come from.





FAKTORY: **"If I see one more woman copying Janet Jackson I'm going to scream," said Graeme Sandiford our Colombian biased Technical Editor.**

thought going into creating some atmosphere within a demo, rather than producing just one show-off effect after another. *Faktory* is loosely based around the theme of machines taking over the world.

Worrying captions like "Am I in control?" periodically judder into view on the screen.

The imagery is very clever. At one point a TV with a scary metallic arm rotates, Dalek-style, around the screen. The TV flicks on to reveal a menacing eye.

The most eye-catching features of the demo are the super-realistic male and female graphics, sometimes with strange electrical equipment instead of eyes, giving the demo a sort of hyper-real, almost artificial feel. Spooky!

But it's not all design and no code. Special mention should go to a weird ball radiating RGB light, which looks absolutely crazy, and some really strange plasma patterns, which look a bit like seas of molten mercury. See, I told you demo effects are indescribable!

Overall, brilliant – and we're very lucky to have it. Alien's computer got stolen just after he handed the demo in to the judges, leaving the party-organisers with the only copy.

All in all it was great to see that so many coders were still putting so much creativity and enthusiasm into the Amiga scene, and proving that "impossible" just means you are not trying hard enough.

SCION

General Use

By ....Robbie J Akins
Ware ....Freeware
No of Disks...........................One
PD Library ....17 Bit Software
Price......£1 per disk plus 50p p&p

There's a general philosophical truism regarding personal history which runs along the lines of: "you don't know who you are until you know where you came from".

Genealogy is one of those subjects that's easy to dismiss as dull and boring. Yet, trace anyone's family tree over a couple of generations and reiterate it back to them and you'll be surprised how quickly their interest picks up.

One of the main hurdles when tracing a family tree is how to keep track of all the records that the research generates.

Computers are more than perfect for the task because they let the researcher quickly and easily cross-reference names, dates and locations. This adds a new dimension to the information and makes it far easier to paint a bigger historical family picture.

Scion is relatively easy to use and also features an ARexx port for more advanced usage – IFF picture files can even be tacked on to any of the records.

Make yourself the toast of the family, grab a hold of *Scion* and start researching, today.

PRO-ZODIAC

MISC

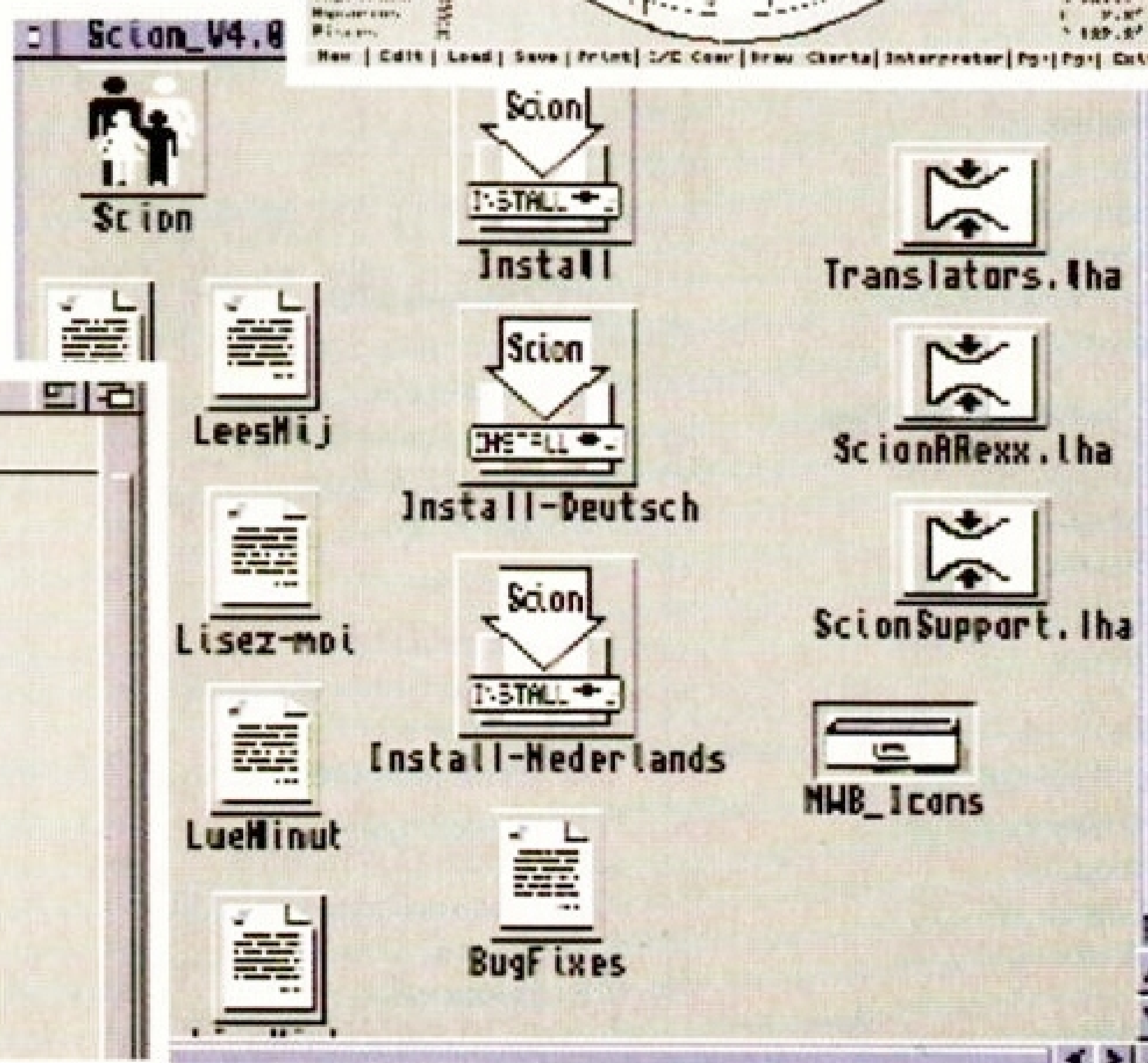
By.............................F. Cuccarolo
Ware ....Shareware
No of Disks ....One
Library ....17 Bit Software
Price ....£1 per disk plus 50p p&p

As new technology continues its relentless drive towards faceless anonymity and sociological uncertainty, it's hardly surprising that lesser souls are turning toward alternative sciences for comfort and a concrete sense of security.

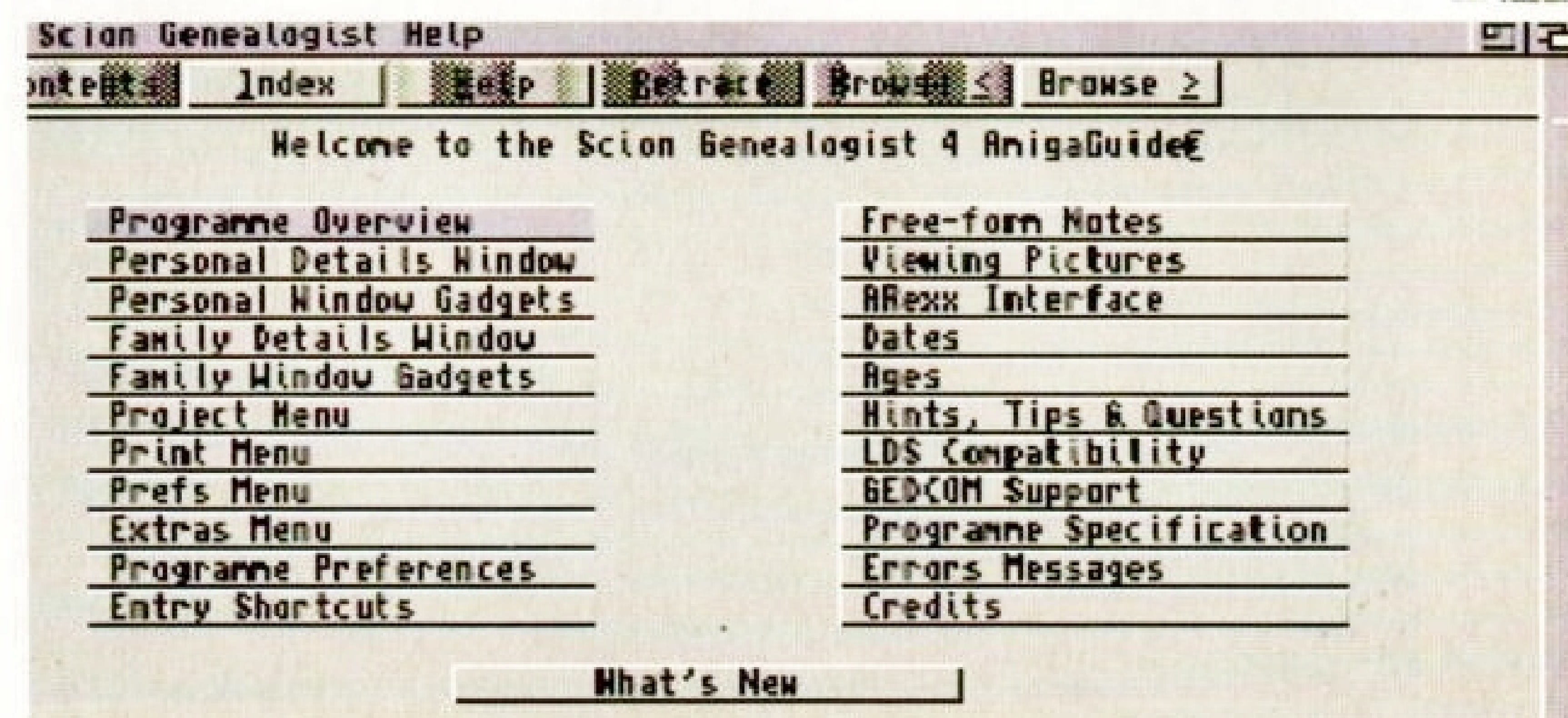
Astrology is one such alternative science. It's based on the premise that the positions of the heavenly bodies at the time of a person's birth marks them for life by bestowing unique personality traits and behavioural patterns upon their heads. It should come as no

FAKTORY: **Novel, original, and striking, the touched up digi-pics give Faktory a stylistic touch peculiar to the Amiga.**

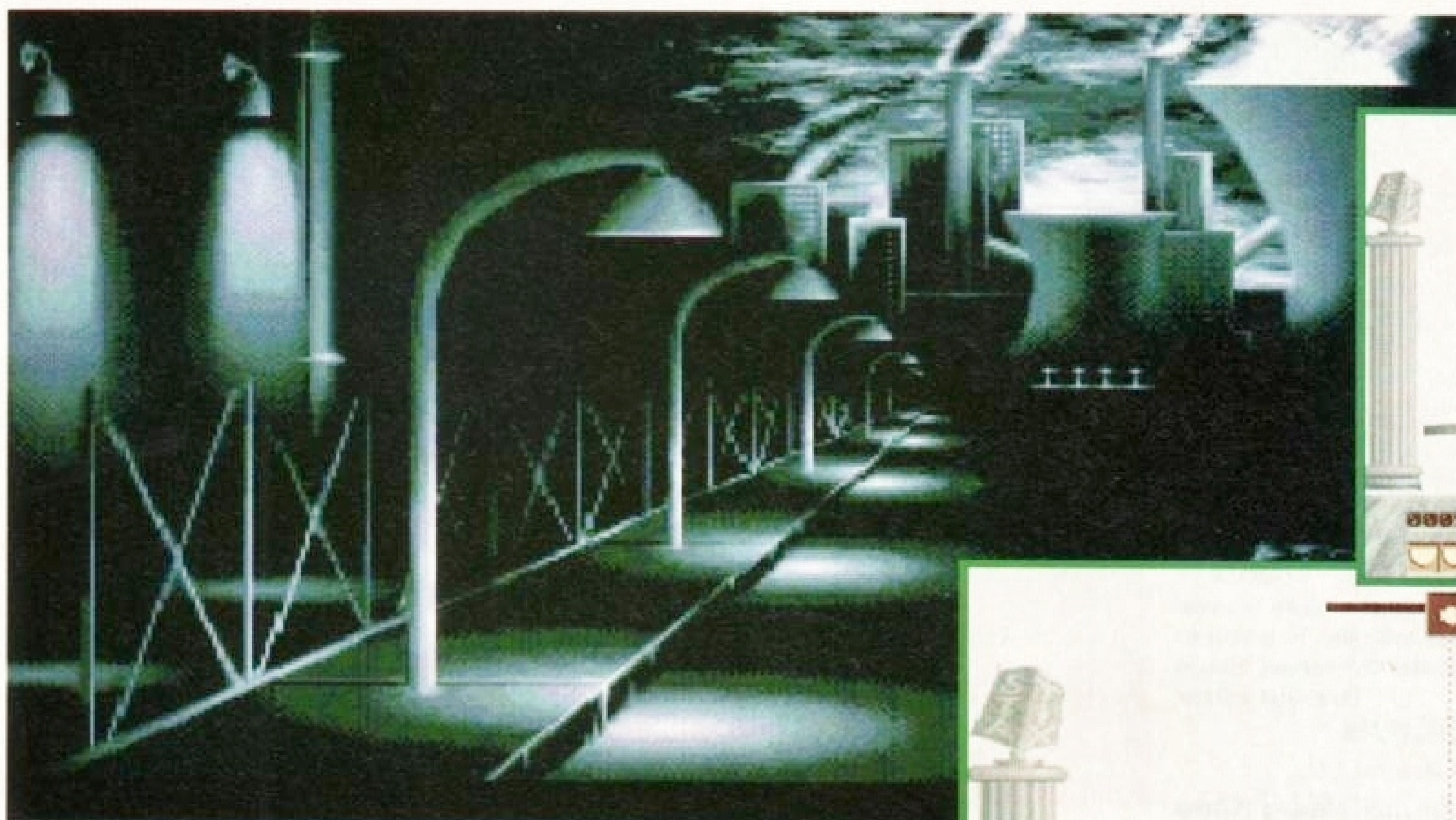
PRO-ZODIAC: **The moon is presently in the house of Aquarius which means that it's your turn to make the tea.**



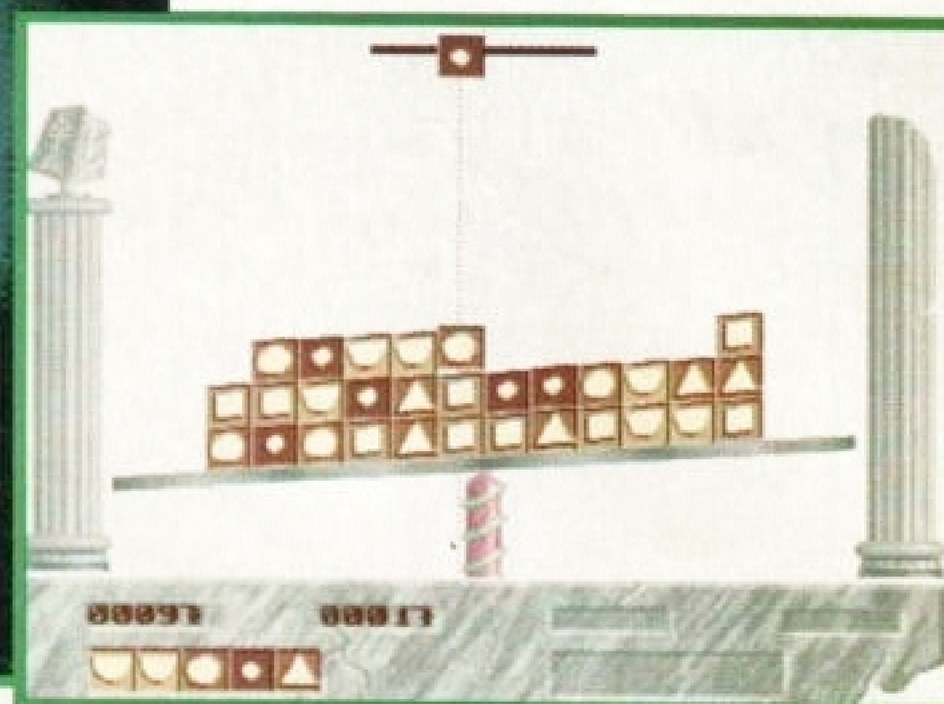
SCION: **One of the strength's of the program is it's multi lingual**



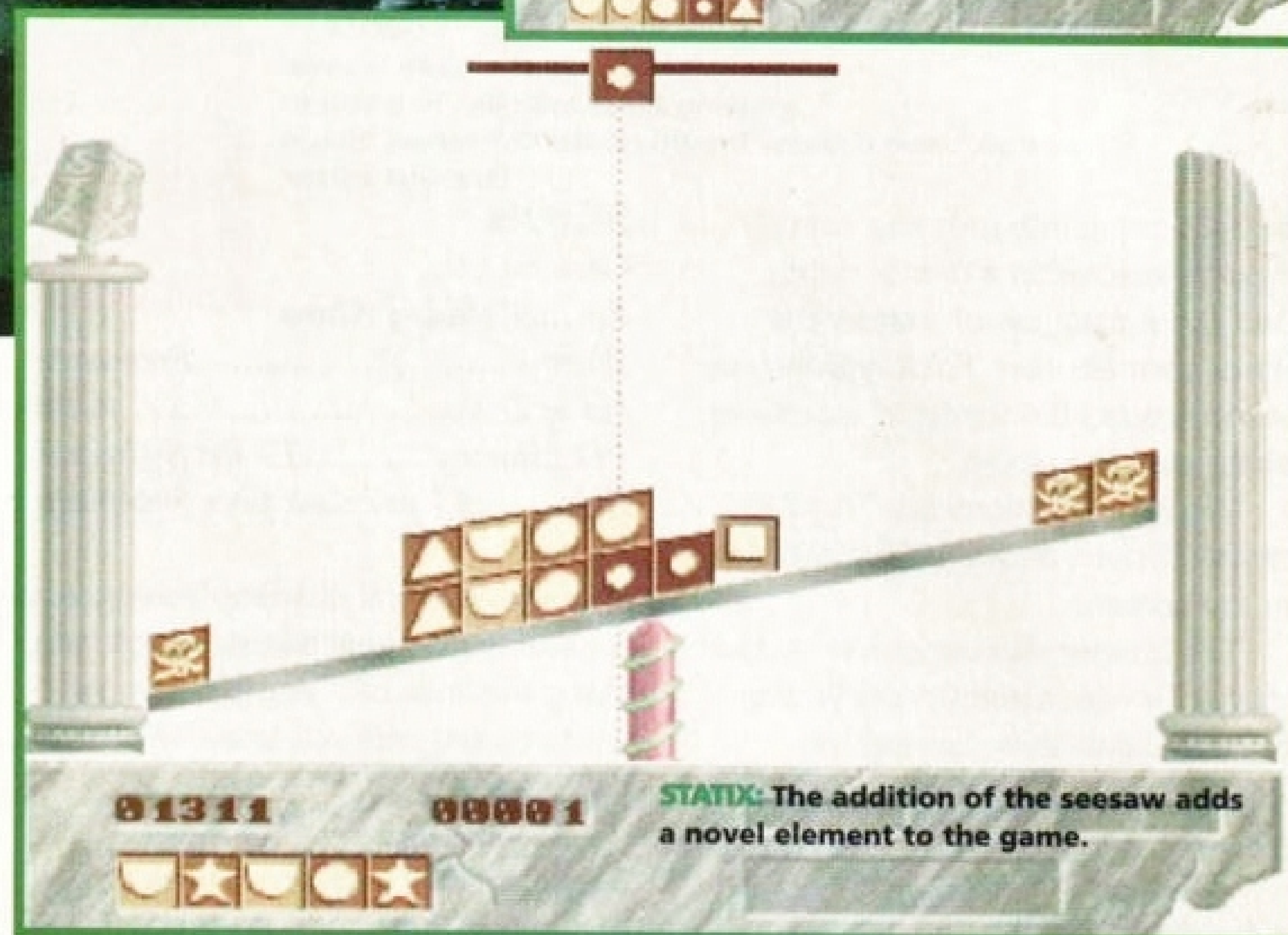
SCION: **As can be seen, Scion has an Amiga Guide for every aspect of the program.**



STATIX: To help break the game up, different screens appear as you progress.



STATIX: No you don't want to put it there mate, try over to the right a bit.



STATIX: The addition of the seesaw adds a novel element to the game.

surprise that there's money to be made from this sort of thing. For the crux of it isn't in the calculation of the planetary positions. That's the easy bit. All you need is an ephemeris or a program like *Pro-Zodiac* to work out all the complicated mathematics.

No, astrology hinges on interpretation. Anyone with half a brain and a sense of mischievousness can spin whatever tale they wish; the more flattering the better. All that's needed is someone 'open minded' enough to believe in it. And it certainly seems there's plenty of people like that around.

For that reason alone, or any other, grab a hold of *Pro-Zodiac.* You need to register with the programmer to get hold of the fully working version. Once done though it lets you calculate and then print out people's charts based on when and where they were born.

Don't be too suprised by how popular you'll suddenly become when people learn that their complete birthchart can be given to them in hard copy.

A highly recommended program worth searching out.

STATIX

Game

By .... *TRSI*
Ware ....*Shareware*
No of Disks ....*One*
PD Library ....*Online PD*
Price ....*75p per disk plus 75p p&p*

At one stage, *Statix* was considered for commercial release by Kompart. The deal fell through and no other publisher was found.

This is a tad unfortunate when you consider the fun that's on offer with this Tetris cum Super Puyo Puyo derivative.

The player's faced with square blocks featuring different shapes that drop onto a see-saw. There's a gentle introductory curve in the levels intended to help the player achieve the mindset needed to picture the various strategies involved in winning the game.

Needless to say, the balance of the see-saw is vital to completion of the different stages.

Visually it looks very basic verging on horrible but the gameplay more than compensates for this aesthetic shortfall. As with most worthwhile PD these days, it's shareware. The authors shouldn't have any problem with registrations.

Statix is incredibly addictive, and you'll find it hard to put down almost as soon as you've got started.

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

ONLINE PD
I The Cloisters
Halsall Lane
Formby
Liverpool L37 3PX
Tel: 01704 834335

ROBERTA SMITH DTP
190 Falloden Way
Hampstead
Garden Suburb
London NW1 6JE
Tel: 0181 455 1626

17 BIT SOFTWARE
1st Floor Offices
2/8 Market Street
Wakefield
W. Yorks WF1 1DH
Tel: 01924 366982

Other good PD libraries

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
PATHFINDER PD
41 Marion Street, Bigley,
W. Yorks, BD16 4NQ
☎ 01274 565205.

1. Jims Cheat Disks
2. Assasins Game Disks 250
3. Chaneques
4. Ultimate Manager v1.1
5. Sound Collection 9
6. Literature Collection 5
7. Assassins Game Disk 245
8. Legions of Dawn Demo
9. Remdate v.2.1
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STATIX: May not be the best opening screen in the world, but you know what's coming.



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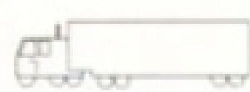
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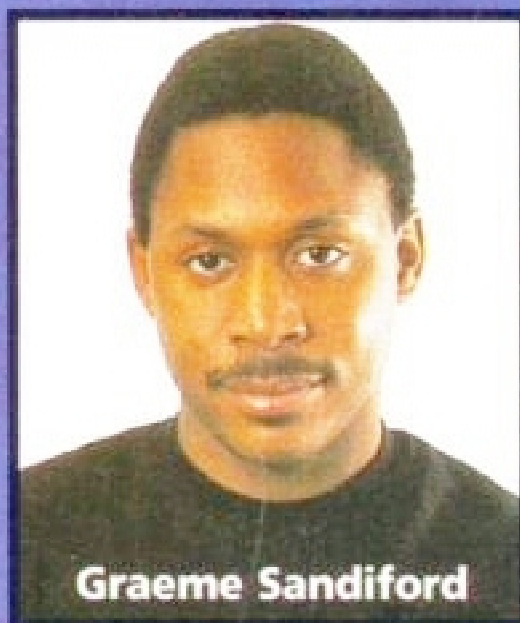
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AF SERIOUS

Hmm, I don't think I'll bother writing anything this issue – I'll just put my feet up and stare at this restful scene created by the *World Construction Set 2*.......page 71

AMIGA FORMAT

IT'S A BEAUTIFUL WORLD


Graeme Sandiford

I'm sure you'll agree that the image on this page is incredibly beautiful and the program that created it, *World Construction Set*, is capable of producing many more scenes like it.

We've had a good play with a pre-release version of *WCS 2* and were thoroughly impressed with many of the features and its realistic rendering. So if you want to find out more have a look at our special preview.

If your interests take you further afield then you'd be well-advised to have a look at the *Digital Universe*. We've also taken a sneak look at the *Siamese* workstation which integrates your Amiga with a PC.

Not forgetting the latest version of *Blitz Basic*, a new multimedia authoring package and the best new CD-ROMS.

REVIEWS

71 WORLD CONSTRUCTION SET 2
After using version 2 of *WCS* **Graeme Sandiford** has changed his name to Moon Child and spends his time inside a tent in a field trying to render a better world.

72 BLITZ BASIC 2.1
AMOS may have been revived, but can it handle the latest version of the program that kicked its butt last time. **John Kennedy** finds out.

76 M.M. EXPERIENCE
Multimedia authoring packages are usually one of two things, cheap or easy to use. **David Taylor** examines a new package from Optonica that is intended to be cheap, easy to use and powerful.

79 CLOANTO PERSONAL SUITE
Amiga software developers have been slow to make use of CD-ROMs to offer their customers more. Have Cloanto done so successfully? **Graeme Sandiford** finds out.

81 CD-ROM ROUND UP
Graeme Sandiford takes a look at the best new Amiga CD-ROMs around.

85 BOOK ROUND UP
Graeme Sandiford puts on his reading glasses and sits quietly in the corner.

86 DIGITAL UNIVERSE
John Kennedy searches for the secret of life, the universe and everything.

88 SIAMESE SYSTEM
Graeme Sandiford takes a look at the ultimate PC emulator – a unit that seamlessly integrates an Amiga with a PC.

World Construction Set 2

Version 2 of Questar's *World Construction Set* is looking very impressive. Join Graeme Sandiford in an exclusive preview.

Many an Amiga artist has known the joy of loading, manipulating and then rendering a landscape in *VistaPro*. Unfortunately development of this excellent product – well, the Amiga version at least – has stopped, which is a great disappointment to many people.

However a new program from Questar Productions has decided to accept the heavy mantle of premiere landscape modelling and rendering software. *World Construction Set* (*WCS*) might be considered the next evolutionary step in landscape visualisation.

WCS has actually been around for some time now, but has been somewhat hard to get hold of and version two is almost set to be released. Now that a UK supplier has been established, Blittersoft, it should hopefully be easier to buy a copy. To set you in the right frame for the rest of this preview it would best to explain the market *WCS 2* is most likely to appeal to and its price.

To purchase *WCS 2* directly from Questar will set you back roughly £230. At first this seems a horrendous amount to spend on a program whose sole purpose is to render landscapes.

However while programs like *Vista Pro 3* and *Scenery Animator 4* can be found for well under £100 they only begin to scratch the surface of the capabilities of *WCS*.

You only need to look at the rendered images to see the superiority of *WCS* – the images are cleaner, sharper, more detailed, realistic and quite simply gorgeous. Of course, this is due to the enormous range of options and tools available within the program.

Like most programs of this nature, *WCS* can load in landscapes from the real-world by means of DEM files (Digital Elevation Maps), but it can also load in DXF objects, IFF RGB images, DLGs, World Data Bank global vector data, CIA DTED and NATO DMA.

The major differences become apparent once you've loaded your landscape. Firstly, you can interpolate and refine the landscape itself in order to obtain your ideal foundation. However *WCS*'s real power, and the reason its renders look so good, is its incredible environmental parameters which enable you create incredibly realistic surfaces. There is a huge number of choices which include: low vegetation, several types of trees, water (complete with realistic reflections and waves!), snow, mist, fog and stunning 3D clouds that actually change shape and cast shadows! What's more all of these environmental parameters can be animated – imagine being able to simulate an ice age or the effects of global warming.

Right that's enough raving on about the program's features, suffice to say that this reviewer is already in love with the pre-release version! The product power, flexibility and realism of this program is likely to win it fans with artists, hobbyists and anyone else wishing to visualise ecological or geological events. 



Above: Ah what a peaceful and beautiful scene – a bright spring morning at a lakeside in the Rockies. By the way this is a rendered image!

Below: ***WCS 2*** **is more than a 3D landscape generator it's more of a simulation of the real world.**



WCS 2

DISTRIBUTOR
Questar Productions
001 303 659 4028
email:
wcsinfo@arcticus.burner.com
Write to:
1058 Weld County Road 23.5
Brighton, Colorado 80601 (USA)

PRICE
$350 (£230)

SYSTEM REQUIREMENTS
8Mb RAM, 10Mb HD space and 030 processor. Rec. 16Mb and 040.

Blitz Basic 2.1

"The answer to any would-be Amiga programmer's prayer". John Kennedy reviews *Blitz Basic 2.1*



You'll often hear old-timers say "Who is going to write programs? When I had a Spectrum/C64 I wrote them myself – now all the young ones play games on their consoles." It's true to a certain extent, simply because the Amiga has no built-in language other than the ARexx scripting tool. If you want to write a game you need to learn Assembler or C (not the easiest things to do) and then learn the Amiga's hardware inside out (even harder).

Six months later... *Blitz Basic* is the answer to any would-be Amiga programmer's prayer, as it combines the simplicity of the BASIC programming language with the power of the Amiga hardware. There is no easier language to learn (BASIC is designed for beginners) and all the features of the Amiga hardware are given to you on a plate.

Instead of worrying about opening Amiga libraries, defining screens and writing file handing utilities you can load and display an image or an animation with a few powerful Blitz commands. And then you can start using sprites, bobs, sound effects, sound modules, copper effects and everything else which makes the Amiga so special. Blitz compiles before it runs, which makes it exceptionally fast - certainly fast enough for 50 frames a second arcades games.

Blitz has also improved BASIC by adding extra commands: not only to make the most of the custom hardware, but also to make programming easier. For example, it borrows ideas from C and other languages to provide support for new compound variables types. Along with these additions and the Amiga-specific extensions, you can write programs which take the Intuition operating system and make it do anything you like: proportional gadgets, buttons, menus – keep your MUI, *Blitz Basic* can do all that standing on its head.

HAPPY STABLE SYSTEM

This is the latest release, 2.1, and although the language itself remains the same, plenty of work has been done under the covers. *Blitz 2.1* builds on previous versions with a little more ease of use, a little big fixing and a little more AGA support. If you now have an A1200 or A4000, Blitz will be a happier and more stable system. As well as the improved new screen mode friendly editor, there is a comprehensive on-line help facility. Whereas you used to be able to press HELP and get a brief summary, now you can press Right-Amiga/Help and get a manual. It not only makes things easier for the beginner, but it speeds up development as there is no need to root through the manual. Speaking of documentation, the last version of the manual I saw was the size of a large magazine and very hard to flick through – now the pages look the same, but it's in an A5 binder which can be persuaded to lie open on the desk. It's only a pity the opportunity wasn't taken to give the contents the complete overhaul they now need.

The library support – a method of building new features onto Blitz, such as a 3D library – has also been improved to make it easier to distribute new libraries. It's a good idea to register for issues of BUM (the Blitz User Magazine) as they always come with an excellent supply of new tools.

The rest of Blitz is much the same. The quirky but lovable editor is there with the automatic list of labels on the right for instant jumping through larger programs. There are also comprehensive debugging facilities to step through your listing line by line, watch to see what each command does.

The need for a well-supported Amiga development system is great, and Blitz is certainly the best package

WHAT'S NEW IN *BLITZ 2.1* AT A GLANCE

● ONLINE HELP
Not only will pressing HELP give you a summary, but pressing Right Amiga and Help brings up full documentation.

● RESTRUCTURED LIBRARY HANDLING
An improved library handling systems makes it easier to distribute Blitz libraries, and so add new functions to the program.

● BUG FREE PARAMETER PASSING
Fixes a few little creepy crawlies from previous releases.

● COMPREHENSIVE AGA AND 3.0 SUPPORT
Make the most of new Workbench features and AGA hardware with new integrated Blitz commands. Writing top-quality games and utilities has never been easier.

```
Program mode: AMIGA
STOP STEP SKIP TRACE RUN < > EXEC EVAL BLTZ REG MEM1 MEM2 VAR ASM COP GS PS BC
Register window
d0=00000000   a0=0895D2FC 0000 0000 0895 D2F8 0000 0000
d1=41E25500   a1=0895E2D0 07D0 0804 00F8 2812 00FA 2FBC
d2=000C0032   a2=0899BE90 0899 C048 0841 1044 0000 0000
d3=00390036   a3=0895E300 088B 1A34 00F9 301C 0000 0FA0
d4=00000001   a4=00000000 0000 0000 07D0 0804 00F8 079A
d5=00000000   a5=08712048 0000 1C66 0000 1C6E 0000 1C76
d6=0840FF4C   a6=08411B6C 0842 B12C 0840 B874 0900 00F9
d7=00080002   a7=0895E300 088B 1A34 00F9 301C 0000 0FA0
sr=0014  X-Z--  BPC=08918B90
Chip: 1856264 Fast:6584088
  hr=5*(Hours MOD 12)
  WLine 80,50,80+h(hr)\x/2,50+h(hr)\y/2,1
  WLine 80,50,80+h(Mins)\x,50+h(Mins)\y,1
  WLine 80,50,80+h(Secs)\x,50+h(Secs)\y,2
  Delay 50   ;goto sleep for 1 second
Until Event=$200
End
***** Interupted *****

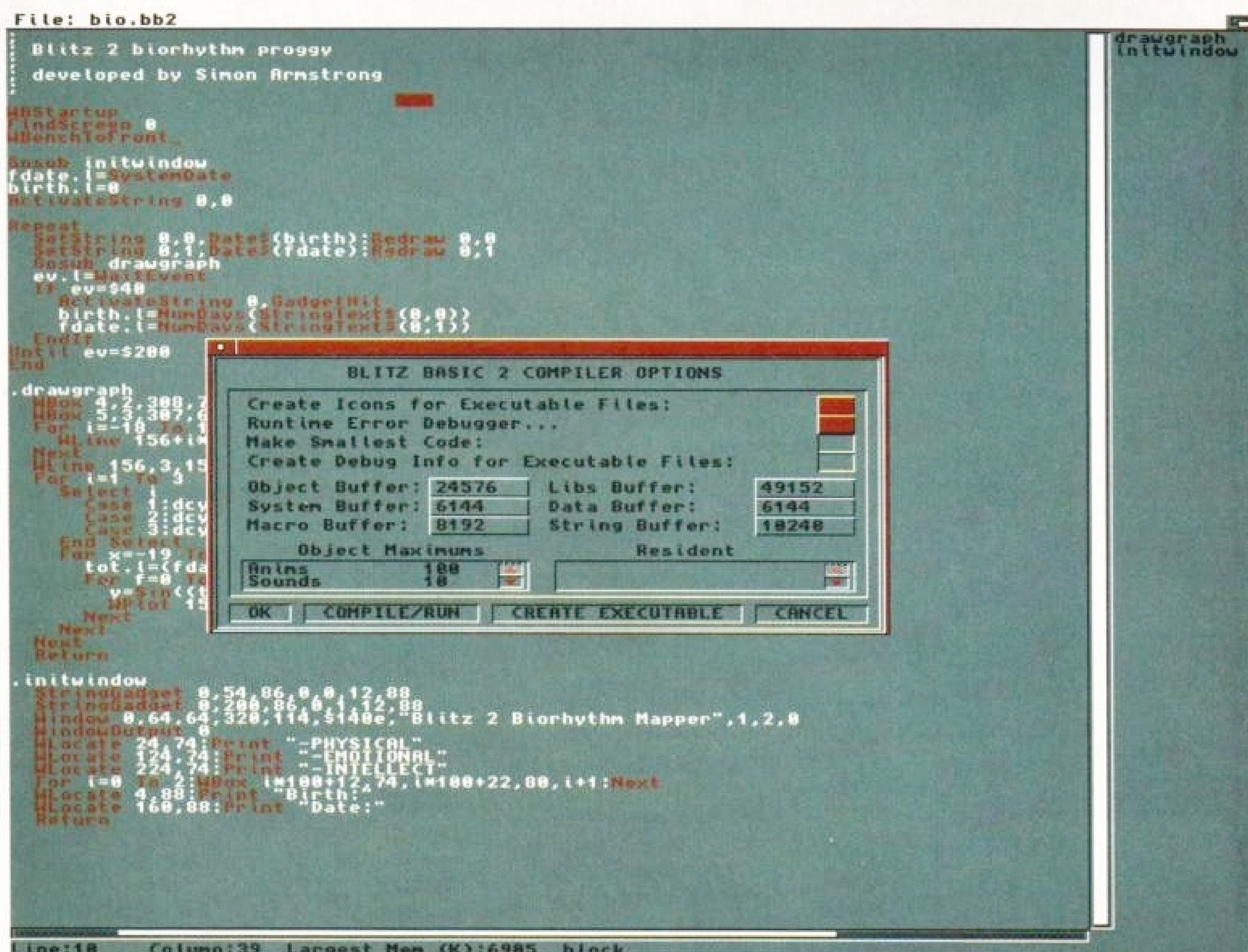
Memory 1
00000000 0000 0000
00000004 07D0 0804
00000008 00F8 079A
0000000C 00F8 0A66
00000010 00F8 0A2A
00000014 00F8 0A2C
00000018 00F8 0A2E
0000001C 00F8 0A30
00000020 00F8 0B50
00000024 0000 0000
00000028 00F8 0A36
0000002C 00F8 0A38
00000030 00F8 0A3A
```

The new Blitz debugger provides a considerable number of newfeatures, including such delights as copper list debugging.

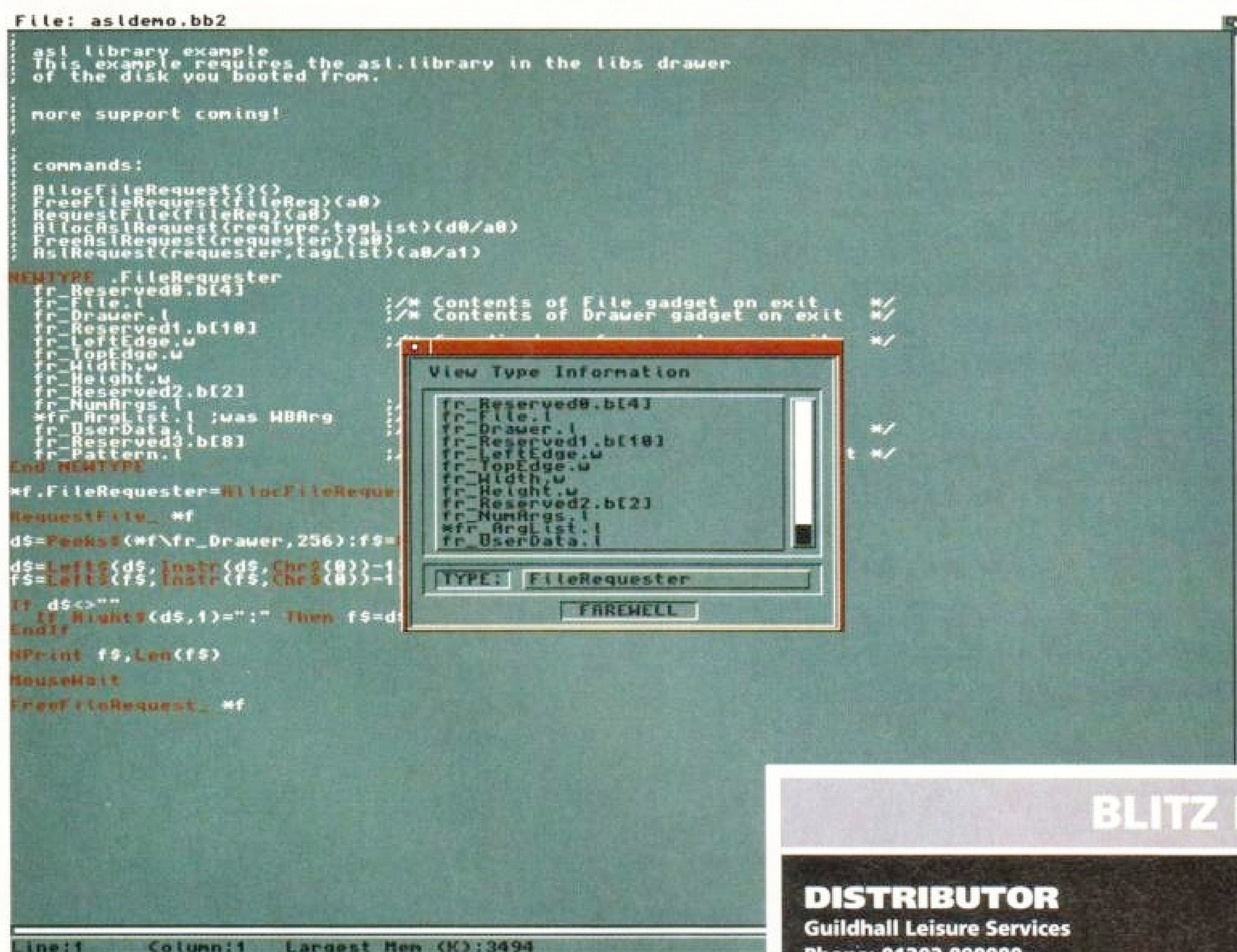
around at the moment. Yes, C is probably better for serious applications, but if you want to write a utility or a high-speed professional quality arcade game without locking yourself away for a year, buy Blitz. If you don't believe the power that this language has, you only need to look at the classic *Skidmarks* or dream of a success like *Worms*.

AGA support means you can write code which makes the most of 256 colour displays and harness the power of the AGA chipset. Switch from Blitz to Amiga mode and you can dump multitasking and have the complete Amiga at your disposal. Blitz has a full in-line assembler in case you need more speed, and you can of course compile your code to create fully stand-alone programs. Stick to Amiga mode and your utilities will multitask and talk ARexx like any good utility.

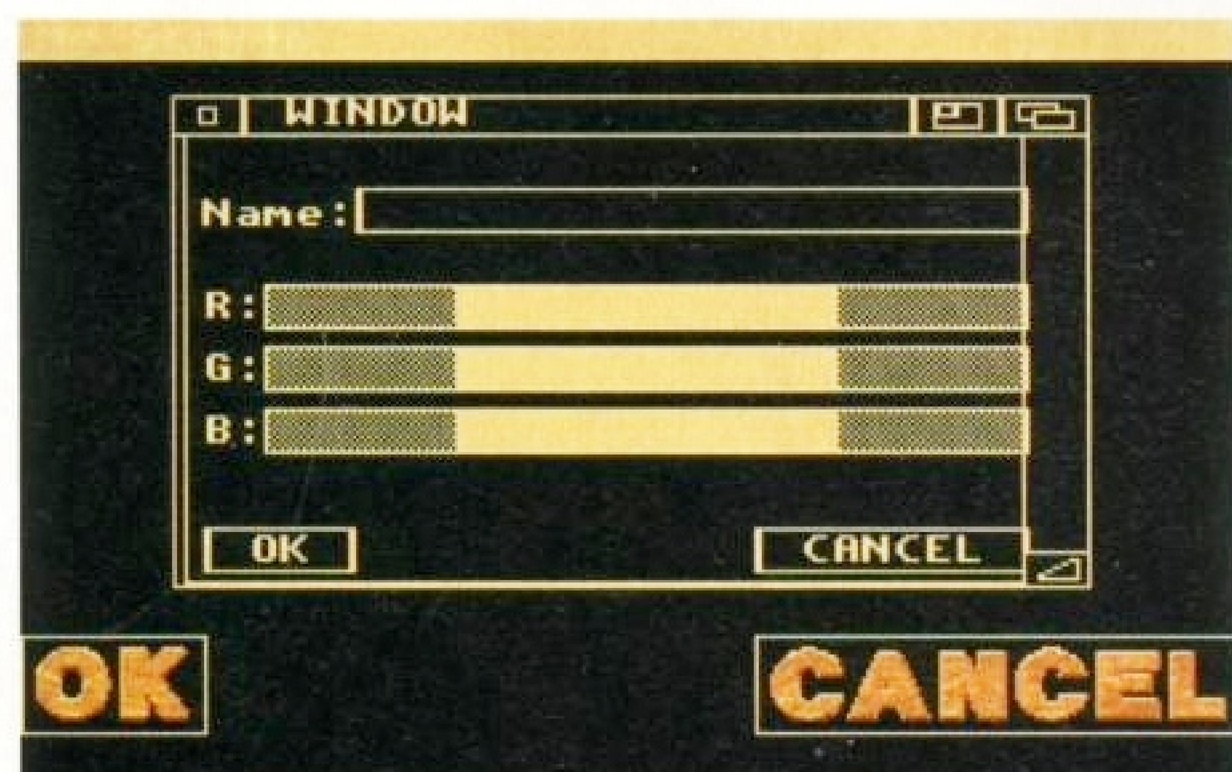
Rumours on the Internet of a redesigned cross-platform *Blitz 3* ensure that development of Blitz is still continuing non-stop, and you are certain that you are not buying into a dead-end solution.



Above: The full commercial version of *Blitz* will create "stand-alone" programs which you can give away or sell. No one need ever know that you created them with Blitz.



Left: The additions to the BASIC language include support for new variable types. The improved editor (Ted v2.01) can examine the types at any time.



As you can see, standard requesters and windows are no problem for *Blitz Basic*. It's not a cheat either – Blitz addresses the operating system very politely.

BLITZ BASIC 2.1

DISTRIBUTOR
Guildhall Leisure Services
Phone: 01302 890000.
Fax: 01302 890010
Email: Ted@blitzuk.demon.co.uk

PRICE
£34.99 (special offer of £24.99 through *AF*)

SYSTEM REQUIREMENTS
All Amigas with 1Mb

SPEED ●●●●●
Very fast – the editor and compiler itself and, more importantly, the finished code run like lightning.

MANUAL ●●●●
Needs updating, although new format is useful and example source code invaluable. The online help is a terrific improvement.

ACCESSIBILITY ●●●●●
There is no easier way to take such total control over the Amiga. From animations to sound effects you can do everything.

FEATURES ●●●●
An excellent development platform, although one more orientated towards games than for example, *HiSpeed Pascal*. Is this a problem?

VALUE ●●●●●
A bargain, no doubt about it. If every Amiga user starting coding today in Blitz, the Amiga's future would be secure.

“ The best Amiga software development tool available ”

92%

GET STARTED

Multimedia At Its Best!

Simple and Easy-to-use
Educating and Informative
Entertaining and Exciting
Powerful and Amazing!

Main Contents List:



The History of the Amiga
Who invented it? The old Commodore, its bosses, ideas, mistakes etc. The Escom rivival and much more.

Amiga Environment
What is your Amiga? Why is it so special? What is the 'scene'? Who are Amiga Technologies and what do they do?

The Amiga Hardware
Inside, outside, ports, chips all explained

Workbench and DOS
What is it? Using it. Data and file management, Workbench environment tips, the CLI, advanced WB and CLI tricks

Programming
AMOS, Blitz, assembly, C, Amiga E and AREXX examined

Become an Artist Overnight
Raytracing, 3D, animation, bitmap drawing analysed

Become an Amiga Music Maestro
Octamed explained, MIDI discussed, musicians interviewed

Getting Your Words into Print
Word processing, Desk Top Publishing, Printers, Clipart etc

Surfing the Super Information Highway
Intro to the Internet, Surfing the Internet, WWW design, Amiga Internet Providers, Amiga Internet software. The Amiga Technologies Internet pack taken for a test drive.

General Arena
Emulation, Operating Systems, Storage Systems, Amiga in Business, Multimedia etc etc etc

The Amiga Future
Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments. Amiga "Visions" - the companies that will bring us innovative products in 1996. We interview Intersect Developments, Fields of Vision and more.

And Finally
Credits, thanks and anything we have forgotten!

Also!

- **Full version of DOpus v4**
- **Full version of Octamed v5.04**
- **Other full programs (TBC)**
- **'Test Drive', exclusive version of Wordworth 3**
- **Limited Version of PPaint v6.4**
- **'Get Connected' to the Internet - all you need, all ready to go!!**
- **Essential PD to Get Started!**
- **Exclusive stuff from various user groups and companies!**

The world's first truly AGA multimedia, interactive compact disc. Designed for beginners, new users through to intermediate (and higher!) levels, it helps an Amiga user understand more about their computer and what it is capable of. Covers many subjects from raytracing to the Internet and from programming to music. Many 'well-known' experts and Amiga-buffs are contributing to this CD. They offer help, answers, tips, tricks and more. Want to know how the experts create a WWW page? Global Internet show how! Stuck using Internet software? John Kennedy explains all. Also contains forums, opinions and a look to the future with top Amiga developers. Comes with a FREE bonus beginners section with commercial programs, commercial demos and all the PD you need to Get Started, all ready-to-run. If you have an AGA Amiga with a CD player, then get this. PC multimedia CD's are here!



Above are four screen grabs from an early version of the Get Started CD interface: The main page, 256 colour windows, the floating dictionary and an animation example.

And Starring!

Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
Steve Bye	- AMOS Programming	- F1 Licenceware
Ed Wiles	- Octamed in Depth	- Octamed Expert
Larry Hickmott	- DTP, Printers, Clipart	- LH Publishing
Peter and David Clarke	- 3D Animation	- The Room Upstairs
Simon & Co.	- 3D Architecture	- V.S.I.
Mark Thomas	- WWW Design/future	- Global Internet Ltd
Danny Amor	- The CD and German Mkt	- Freelance Writer
Jason Jordache	- Bitmap Graphics	- Freelance Artist
Dale Hemenway	- Animation	- Dalemation
David Taylor	- Storage, Emulation	- Freelance Writer
John Kennedy	- Internet etc etc etc!	- Paragon (Freelance)
Jeremy Ford	- PD Section	- Ground Zero Software
Justin Joyce	- Amiga DTV	- Axiom Video Services
Andrew Campbell	- AMOS 'Hands-on'	- AMOS Programmer
Richard Bannister	- Music (Soundstudio)	- MED Users Group
Spencer Jarvis	- Imagine 'Hands-on'	- Imagine Users Group

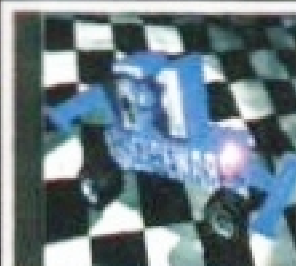
ADVANCED AMIGAGUIDE - AAG

- **Fast Rendering of 8 bit (256 colour) Images**
  practically instantaneous display of 256 colour pictures even on stock 020 Amiga. There can be more than one 256 image displayed at one time with the palette sharer.
- **Is a Stand-alone Platform Unlike Other "Hypertext" Products (HTML Language etc)**
  does not need other programs such as MUI or AmiTCP to run
- **Allows Text, Picture and Gadget Links as Opposed to It's Pre-desessor**
  click on a picture or animated gadget and move to another page. Retrace back to your original position.
- **Allows the use of Sub-Modules Runnable as Commands**
  for instance, play and show an animation as a command by clicking on a button! The commands can allow you to "link" to anything and anywhere. Click a link and enable the dictionary etc.
- **Multiple Fonts & Add Colour from 256 Colour Pallete**
  you can use as many different fonts as you like. Just use the normal Amiga bitmap fonts in any size! You can also add colour to the text from a pallete of 256 colours. Highlight a word - add colour. Highlight different links - add colour!
- **Super Bitmap Window**
  cater for AmigaGuide files which take up more lines than is available
- **Downward Compatibility**
  is able to read old AmigaGuide format (and soon HTML pages)
- **Drawing Tools**
  AAG allows you to create lines, boxes, circles and colour them by using simple commands such as @DRAW 10-40,25-60 or @LINE 10,30,35 - using co-ordinates and lengths.

Advanced AmigaGuide (or AAG) is the language that resides behind the Get Started interface. It offers many enhanced and powerful features over the old AmigaGuide language. To the left of this box is a list of the features AAG contains. AAG could be used in a multimedia product, interface front-end, on-line help program, disk magazine and much more. Contact us for licence details. AAG should be available by May/June 1996.

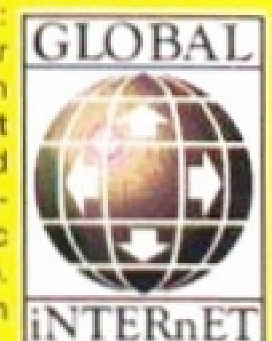
AAG - GUI OS VERSION

Advanced AmigaGuide (AAG) can be a direct replacement for the current AmigaGuide. In a native OS GUI version it looks very similar to the existing format, however it is very different. The language allows more flexibility such as the co-ordination of text, images and gadgets in upto 256 colours and can add more powerful features such as HTML decoding or use of multiple fonts on a page. AAG can also read old AmigaGuide files. It also uses the same techniques for writing ".GUIDE" files (see second picture): @NODE, @LINK, @COMMAND etc are the same as the old format, but new commands have been added such as @IMAGE, @REM, @MOD, @SECTION, @PAGE, @COLOUR, @BOX, @DRAW, @LINE, @GOTO, @CENTRE etc etc. This allows the user to quickly understand the simplicity of writing the documents/pages.



FREE 'ALL YOU NEED' SECTION

The 'all-you-need' section contains a carefully selected collection of read-to-run material: This section encompasses full (or limited) commercial programs such as **Octamed v5.04**, **Personal Paint 6, Directory Opus 4** and **Wordworth 'Test-Drive'** with commercial demos and superb public domain as chosen by Ground Zero. There are exclusive collections from M.U.G., the Imagine Users Group, MIDICraft, AMOSzine authors and Cloanto. The PD contents are highlighted and examined within the Get Started interface. There is also a superb "Get Connected" area: all you need, ready-to-run/install (all explained in the Get Started interface!!) to get onto the Internet. Global Internet will be providing the access, so immediate 'net surfing! There are many more reasons to buy Get Started - it's like 3 CD's in 1 - Multimedia CD, Internet Software CD, Commercial Software!



The Get Started CD should be available from most good CD mail order and high street Amiga retailers. All rights reserved. Contents may be subject to change.

Out March 1996 [AGA Machines] £29.99

German version due early April.



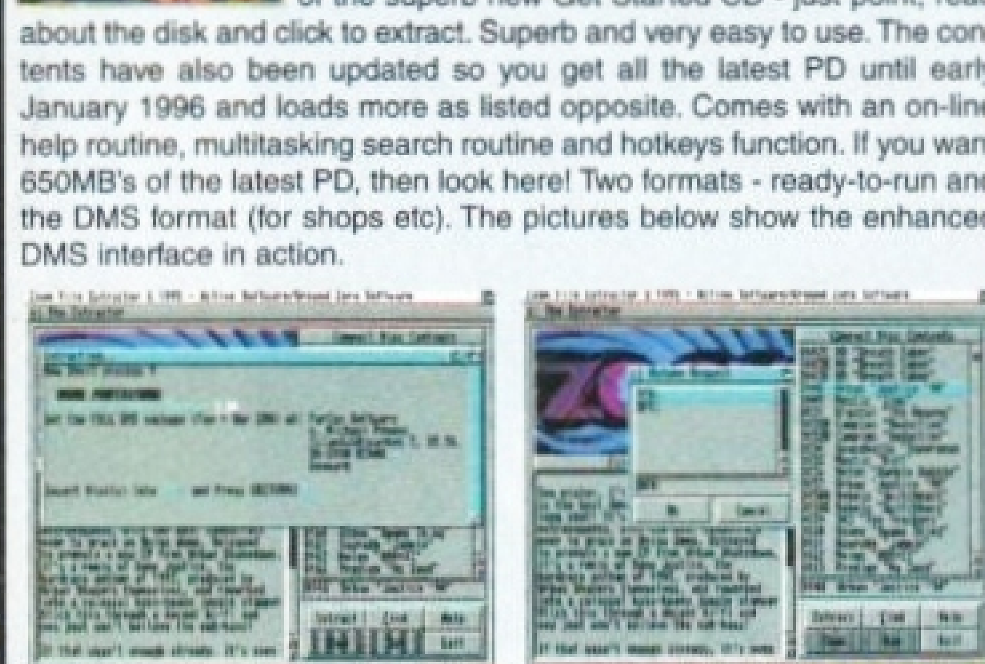
NEW - RELEASE VERSION 2

New Search Routine
the multi-tasking search/find will seek file names or number

New 'Hot-Keys' Function
just press 'S' for search or 'E' for extract, 'Help" for help!

Restyled, Remastered
new help and information guide, restyled artwork! Superb!

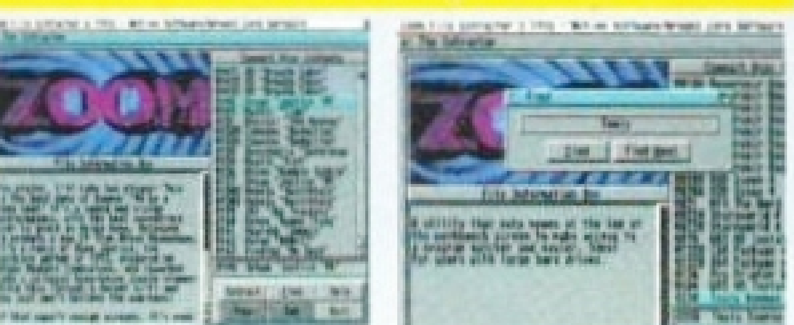
It's HERE! Zoom release 2 - now in ready-to-run and DMS format! Do you want the latest PD CD-Rom that contains the latest PD to January 1996? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the co-author of the superb new Get Started CD - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early January 1996 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want 650MB's of the latest PD, then look here! Two formats - ready-to-run and the DMS format (for shops etc). The pictures below show the enhanced DMS interface in action.



- **Greatest & latest PD from early 1995 - January 1996 : Utils, games, demos, slideshows, education, disk mags and more!** *- including most of this advert and loads of great PD software*
- **NEW! 100 Klondike/Card Games Deluxe Cardsets**
- **NEW! The complete Active Software Pro Pack collection**
- **NEW! All the Professional Sound Samples [50 Disks]**
- **NEW! Over 25MB+ of read-to-view/use Magic WB icons etc**
- **NEW! Special 'programming' themed area**

NEW! READY TO RUN & DMS

NEW to ZOOM release 2 is the easy-to-use, ready-to-run format as first demonstrated in NFA AGA Experience. Allows the direct use of PD straight from the CD-ROM!



Superb value CD-Rom at only £19.99 NEW!

F1 LICENCEWARE

volume one - F1-01 to F1-100

Sick of the run-of-the-mill old PD CD releases containg collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. **All programmers receive a royalty for every CD sold.**

£32.99

COMMERCIAL SOFTWARE - NOT PD!

TEXTURE PORTFOLIO £29.99

This collection of textures has taken a staggering 5 years to complete. Phantasmagoria are a professional graphics company, based in Bristol. They have been providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF format for video titling applications. The various sections include Abstract - Phantasmagoria, Abstract - Oil Paints, Abstract - Mixed, Animal Skins, Clouds, Fire, Food, Masonry, Rock, Metal (6 sub-sections), Water, Wood Bark, Wood Grain, Miscellaneous. No wasted space on this CD-Rom - a collection of extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. An ideal complement to a ray-tracing CD such as Light Rom 3 etc. **Please note that all these textures are exclusive to this CD-Rom and cannot be found on any other collection.**



NEW! SPACEBALLS present........

SCENE STORM



Scene Storm is a glorious feast of tempting eye candy produced by the legendary SPACEBALLS. Amazing graphic and audio delights to show your friends what the Amiga can really do! This CD is packed with every major scene production from 1995, including all the releases from The Party 5 held in Xmas 95. Exclusive Digital Candy material is also included, ranging from music competition entries to acomplete Development suite. Scene Storm features an easy to use Magic Workbench interface that is simple to set up and a joyto use. Much of the contents of Scene Storm are presented as ready-to-run files through custom designed icons. No more trawling through archives and filling your hard disk with files. Includes: Productions from over 20 Scene Parties held throughout the world in 1995. All the best demos and intros from the last year, slideshows, music disks, the most popular disk mags and charts. Exclusive modules taken from the coolest demos as well as entries from Digital Candy BBS Music Competitions. A complete development suite that will allow you to learn how to code your own demos. Development utils are included along with exclusive and easy to follow source code. All purchasers of Scene Storm that own a modem can register to qualify for 3 months free downloading of the latest scene files from Digital Candy Bulletin Board. This would normally cost £15. This BBS is classed as *the* 'scence' board in the UK! Place your pre-order now as this will be the hottest selling CD throughout Europe!

ECS/AGA MIXED | AVAILABLE END OF FEBRUARY | £19.99

LIGHT ROM VOLUME 3 £38.99

Light Rom 3 is the most ambitious issue to date, consisting of 3 CD Rom's! Rom 1 is filled with thousands of Lightwave objects and scene files, building upon previous issues. Rom 2 contains huge collections of 3D objetcs in different file formats including Imagine (175MB's), 3D Studio (100MB's), Sculpt (30MB's) and Real 3D (7MB's). It also includes 700 textures in the JPEG format and a Video Toaster directory with wipes and CG fonts. Rom 2 also has a collection of 3D landscapes in the Lightwave, Imagine and 3D Studio file formats and a collection of useful Amiga and PC PD programs. Rom 3 is a "DEM ROM', a bonus CD-ROM containing over 1000 digital elevation maps for use with VistaPro, Scenary Animator and World Construction Set (available from Blittersoft) on any platform. All Lightwave objects, textures and DEMs on this collection are represented with thumbnail renderings. Michael Meshew, the author of Light Rom 1, 2 and 3, has produced a CD that offers the World artistic talent for a reasonable price.

SALE Texture Portfolio & Light Rom 3 for £49.99

NFA AGA EXPERIENCE

NFA have been serving the Amiga 'scene' recently with an amazing amount of effort. Well known in the UK for their Bodyshop series, excellent AGA-only Word disk magazine and programs such as 'Balls', 'Boomin Eck' and 'enLock' present their first CD for the Amiga. Unlike other scene releases, this contains AGA PD from the last 3 years of which 90% will run straight from the CD! Contains the best WB3+ utilities and creative software (100MB), the greatest AGA games (100MB), high quality AGA slideshows (150MB), the most outstanding AGA demos (200MB), entertaining and informative disk magazines and the best of the rest including the licenced Amiga Reports and all the Amiga 'Doom' clones. NFA have also compiled loads of exclusive wares for the CD: slideshows, Klondike cards and more. All this and contained in superb exclusive raytraced iconified drawers set within a Magic Workbench environment makes the CD an absolute pleasure to use! This has got to be the most comprehensive CD-Rom for any AGA user. Want to show off the power of your new AGA machine you received at Xmas? Get this if you do!



SALE £15.99

ENCOUNTERS

A first for the Amiga. The UFO phenomenon has hit the computer with this excellent release. Forget the X-Files, UFO's are for real - here is the evidence! The most comprehensive UFO compilation ever. UFO and 'the unknown' fans will not be dissapointed with this release. Based on AmigaGuide it allows the interaction of text files and images on every possible UFO story. Received over 90% in a recent Amiga Computing review. The only Amiga CD source for UFO and the unknown related subjects. Buy your copy before stocks run out!

- **Ex-military and Navy testimonies**
- **Documents and text from the CIA, FBI, NSA, USAF and more**
- **Classified information on top secret projects such as SIGMA, GRUDGE 13, REDLIGHT, DREAMLAND, MJ-12, BLUEBROOK etc**
- **Who are the men in black (MIB)?**
- **Alien origins and technology**
- **Cattle mutilations**
- **Crop circles**
- **Alien abductions**
- **Landings and sightings**
- **Recovery of crashed UFO discs**
- **Government conspiracies and cover-ups**

SALE £12.99

THE AMINET COLLECTION

Aminet 6	June 95		£-------
Aminet 7	August 95		£11.99
Aminet 8	October 95		£11.99
Aminet 9	December 95		£11.99
Aminet 10	February 96	[Out Now]	£11.99
Aminet 11	April 96	[Pre-Order]	£11.99
Aminet 12	June 96	[Pre-Order]	£11.99

AMINET SERIES BI-MONTHLY

SUBSCRIPTION SERVICE

Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.

AMINET COLLECTION VOL.1 £19.99

The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

AMINET COLLECTION VOL.2 £22.99

Aminet Set 2 contains all the Aminet uploads since release 1. PD from December 1994 to November 1995. Gigabytes (four CD's) of games, utilities, demos, pictures, animations, tools, modules and more. Also contains 300 books from the Project Gutenburg CD-Rom.

AMINET SET 2 OUT NOW

OCTAMED 6 CD-ROM

Octamed is the most easy-to-use, powerful and effective music sequencer on the Amiga. Designed for the beginner right through to a music expert, Octamed will allow you to play upto eight channels of sound on any Amiga. By using a fast processor (030) you can even use high-quality samples across all eight channels - effectively doubling the normal sound output (normally four channels). Octamed also has a built in sound sampler/editor, custom sound generator and MIDI support. This CD also contains over 600MB's of modules, the entire Walkabout sound sample collection and much more. Documentation comes in a on-line format and a laser printed, full-featured accompanying manual by Ed Wiles.

new release! INCLUDES MANUAL! £29.99

SCI-FI SENSATIONS vol.2

SCI-FI Sensations is an exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. All the information is ready to run from the CD. Amiga, PC and MAC. New version 2 is now available containing more SCI-FI data than ever before.

new version 2!! DOUBLE CD-ROM £18.99

MEETING PEARLS 3

Contains 10MB of packing tools, 21MB of network tools, 29MB of development tools, 35MB of graphics programs, 13MB of AmiTCP data, 60MB of CD-Rom databases, 96MB pasTEX, 30MB of HTML data etc. A very easy to use CD along with a special edition version of CD-Write to edit your CD!

new!! £8.99

MEETING PEARLS 2

Carrying on the excellent tradition this entire CD is run from HMTL "internet" style pages. More utilities, games, tools, music and Midi, FAQ's, PasTEX files and MB's of other data. This CD is similar to the Aminet series except it could be classed as more technical.

SALE £7.99

C64 SENSATIONS

This CD gives you almost 10000 C64 demos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). Superb collection for Amiga and PC.

£16.99

TEN ON TEN PACK

Almathera collection consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD. A superb value CD collection.

SALE £32.99

WS ANIMATIONS

A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

SALE £14.99

WS FONTS

Another popular Wierd Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

£7.99

NETWORK KIT

Do you have one of the 'old' CD32's lying around in your house? Well, why not connect it to your Amiga and use it as an external CD drive. All you need to make the connected - the CD, disk (for the computer) and the cable. An A1200 is recommended.

£37.99

ASSASSINS 2

Following on from the tradition of the first CD this contains loads of new public domain games from 1994 and 1995. Entire Assassins collection upto 250, 60 utility disks and loads more games runnable from a superb custom written interface. Parnet and sernet provided for connection to host computers.

SALE £15.99

TURBO CALC v2.1

A superb spreadsheet package now available on CD-Rom. Excellent formatting capabilities, more than 100 functions, macro and AREXX abilities (120 instructions), sheet size limited by memory only, import of foreign spreadsheets and a comprehensive AmigaGuide manual.

new!! £9.99

LSD VOLUME 3

MB's of data, most of which have never before been included on a CD-Rom at release! Software in both ready-to-run and archived formats: demos, diskmags, comms and computing, anims and pictures, music modules, original clipart, source code, games, utils, etc.

SALE £14.99

WS CLIPART

Must be nearly third in the most popular CD ever produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers.

£7.99

AMOS vol.2

This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, Amos and Amos Pro extensions.

SALE £15.99

SOUND WORKSHOP

Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

SALE £14.99

17BIT CD 5

Following on from successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from 17Bit Software. The 5th disc in this series contains only the very best software including demos, games, utilities, graphics, artwork, disk magazines, music modules and much more.

£18.99

WORLD INFO 95

Thinking about going abroad this year? Unsure about where to go? This is a virtual guide around the world. Explore different countries, learn different facts and information. You need a WWW browser and a machine capable of running in 256 colours for this CD.

SALE £18.99

SPECCY 2

Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof .Z80 files.

SALE £15.99

GIGA GRAPHICS

Giga Graphics is the ULTIMATE collection of graphics for the AGA Amiga. Over 10,000 images on this quad-pack CD. All images are in 24 Bit and HAM 8. Superb price for 4 CD's! Suitable for all AGA Amiga owners. Want a picture of a landscape? What about a animal?

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Multimedia

David Taylor finds out that a £40 program can turn your Amiga into a genuine multimedia authoring machine.

Okay, multimedia is the buzzword of the decade, along with "the Net" and Amiga users have been shouting 'til they're blue in the face that the Amiga has always been a multimedia machine. But let's face facts, there haven't been many programs, within reach of ordinary users, that have let you actually create anything. So, it's not surprising that our claims have been somewhat ignored.

Professionals, like the police force we featured back in *AF80*, have been able to use the Amiga for authoring to produce, what in relative terms, is cheap multimedia. But what's cheap for professionals is way out of reach of the average home user.

Optonica's new release, *Multimedia Experience*, might be the break that the field has needed. If you're worried about its pedigree, then perhaps the fact that it is based on their highly successful and rather more pricey (£750) *Interplay Professional* system will make you slightly more receptive.

This version of *MMExperience* is aimed at the novice, but that doesn't mean that it's a second rate effort. There is a more upmarket version, but that's for people who need to cut CD-ROMs. This version allows you to create projects that are used from floppy, if they are very small, but more likely from hard drive or from a removable media, like a Syquest, Zip or magneto-optical device.

When you use *MMExperience*, you'll find that it's about as close to a desktop publishing program as possible. In the simplest terms, you draw a box and fill it with the media you want, from a picture or text to CDXL video. If you can design a page within a DTP program, you can use this. Which is quite a good thing when you see the documentation. When I got the program, I made the rather unique decision to read the docs before proceeding. Then I remembered why I never do that.

The docs do contain all the information that you need, but it's not presented coherently enough. There should be a picture with every description to save you trying to figure out which "box" the text is referring to. There's no index and the subheadings can be confusing.

Still, thankfully, you shouldn't have to refer to the documentation very often. Once you've had a few attempts and knocked out a couple of practice pages, you'll soon be able to compile very professional projects.

Before loading the program you need to create a project directory on your hard drive that will contain all the files you are going to use. This includes all the pictures, video, text, samples and music. Then, when the program is loaded, you set up a project by adding the first page.

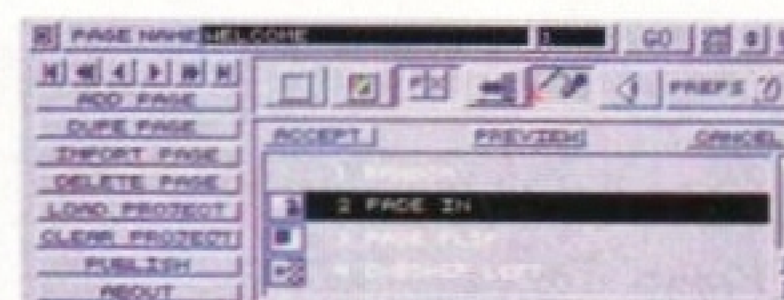
Placing a text or graphic item on the new page is fairly straightforward. You simply draw a rectangle on the screen and then define the file that will fill it. If you select a picture (only IFFs are accepted), then it will be scaled to fit and remapped to the screen's palette. If it's text, it will be automatically wrapped and a set of arrow scroller buttons will be put at the bottom of the box.

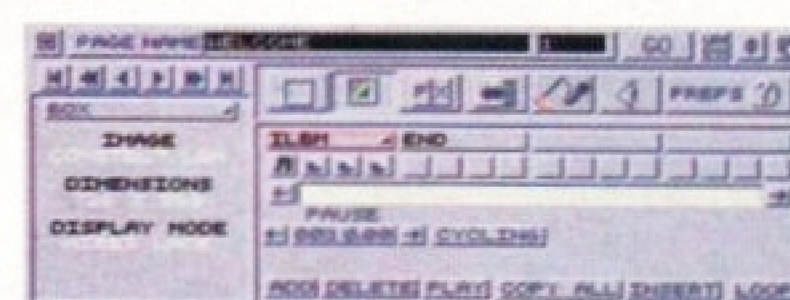
When you want to add text, you can add a standard ASCII file, but make sure there are no carriage returns at the end of each line. Or you can create a new file and an internal text editor will be launched allowing you to enter the text straight away. Animations can also be placed in boxes, in which case the first frame will be displayed.

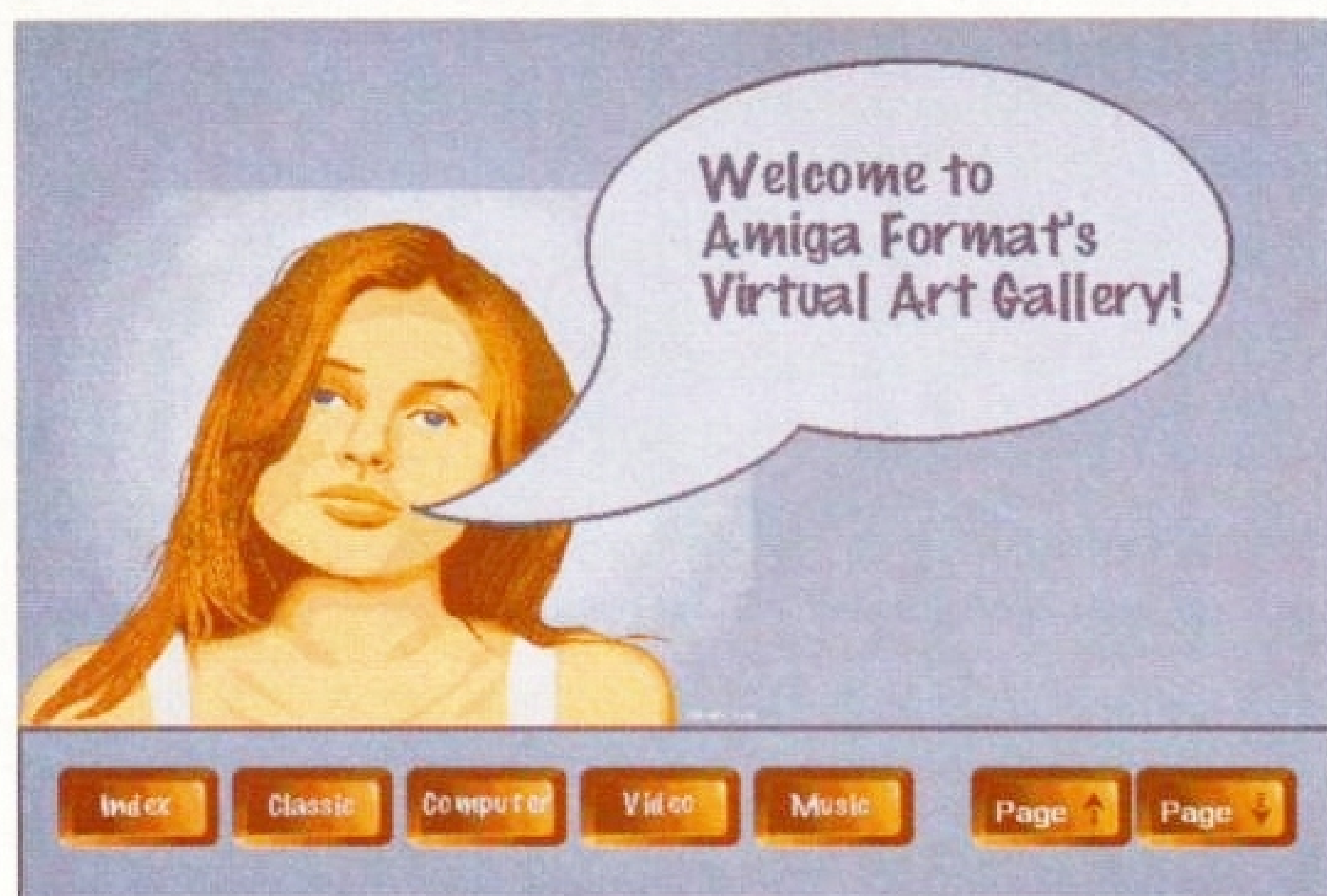
When you have set up all the boxes on the page, you can attach what Optonica have labelled "media clips" to them. Image boxes, for instance, can have the original image attached so that when you click on the box, the image will be displayed at full screen size. Animations can be played and so can CDXL files, which have all the



This is how the screen normally looks with the control panel on the bottom half.


You can choose from various effects to decide how your screen will appear.


Media clips can be attached to windows to create interaction with the user.





Experience

necessary playback options offered. There are several different effects that will wipe the screen and move to the next, which adds to the project's looks.

You can construct your project so that samples or music modules are played back when a box is selected. Alternatively boxes can be used to move to other pages. The program can also compile an index page allowing users to go to pages or files directly. Another option is to launch external programs from boxes.

The program's screens default to the less memory hungry, low resolutions, but to produce an aesthetically pleasing page, you'll need to change this to HiRes. You may also find that the use of boxes is slightly restrictive, especially with text boxes if you only want to display a caption or minor paragraph. The answer is to design the page within a paint program, like *DPaint,* using its tools to resize pictures and put text on the page.

When you have designed a page you can make use of another of *MMExperience*'s features, the invisible box. You size one of these boxes and place the picture of the screen in it. Then you draw another set of invisible boxes over all the areas that you would have otherwise set as separate boxes and attach the media clips to them. Invisible boxes are the only type of boxes that can be overlaid. Using this facet, you can create a professional page and use *MMExperience* to turn it into a multimedia document.

In order to facilitate this sort of design, there is a button in the program that allows you to load external programs to save you from swapping back to Workbench each time.

Once your project is finalised, all you need do is click on "Publish" and the multimedia player and any fonts used will be moved to the project drawer. You then know that all the necessary files are there, ready for distribution. The player that accompanies the program can be used freely, which means you can spread your projects.

MMExperience is a great program – it's very easy to use and produces some excellent results – but the options can be somewhat restricting. Only being able to place rectangular boxes is a bind and not being able to overlay text on pictures means you have to resort to other programs to do the groundwork. There should be the ability to mix fonts within text boxes, and to have those boxes without the scroller buttons. Different font colours and the ability to resize an existing box, instead of deleting it and re-creating it, would also be useful.

If you're a serious user then this program needs to integrate with others. For best results you need a graphics program, and ideally a graphics manipulation like *ADPro.* A music program and sample editor are also handy, but these are all things that most people with hard drives already have.

It's excellent for those starting out in multimedia, and despite a less than inspired interface, it offers a very reasonable number of features. A few tweaks and this program would be in gold territory.



It becomes apparent that the best thing is to design pages in *DPaint* and then apply invisible boxes in *MMExperience.*

MM EXPERIENCE

DISTRIBUTOR
Optonica 01455 558282

PRICE
£39.95

SYSTEM REQUIREMENTS
4Mb RAM, hard drive

SPEED ●●●●●
Although an A4000 is the optimum machine, my 030 A1200 performed brilliantly

ACCESSIBILITY ●●●●
Any problems using the program are likely to be down to the misleading docs, which aren't good for a program aimed at novices.

FEATURES ●●●●
Everything you need to start with, but a few extras would have been welcome, especially more configurability.

VALUE ●●●●●
Outstanding. No other platform can offer this sort of value.

"Should make any user sit up and take notice. Even non-Amiga owners."

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AMINET® SET 2, dated November 1995, consists of approximately 4 gigabytes of software in 12.000 archives. Whether you like applications, games, communications or programming, the SET gives you all you need. Easy to use index files and search facilities make accessing it a pleasure.

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4 CD-ROM-SET

Aminet 10

Aminet® CD 10, dated February 1996, contains more than1 gigabyte (uncompressed) of software in thousands of archives. Since the release of Aminet® CD 9 more than 500 MB new software has appeared. The current edition has a special focus on fonts. More than 1,000 were included.

Pagestream 2.2 full-version included!

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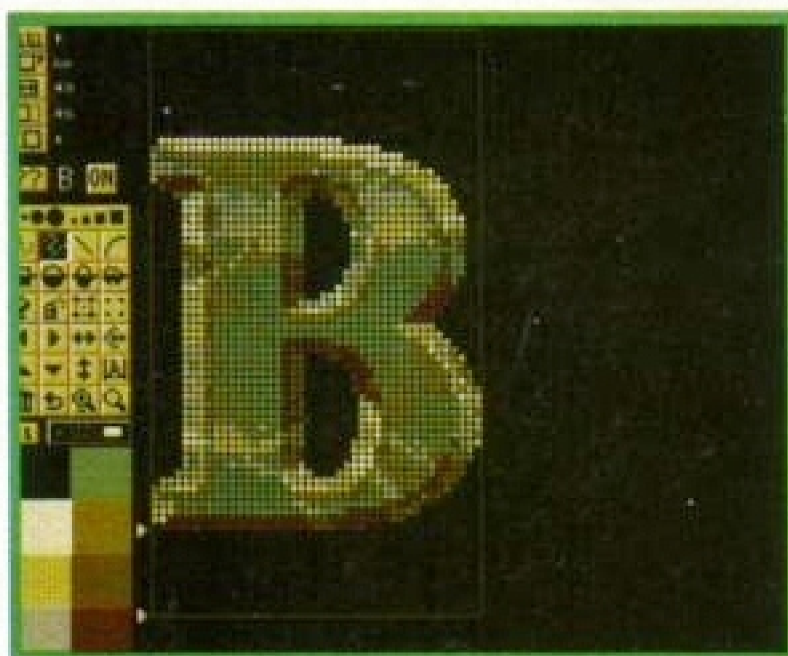
A host of useful programs and files...
Graeme Sandiford thinks its well worth £50.

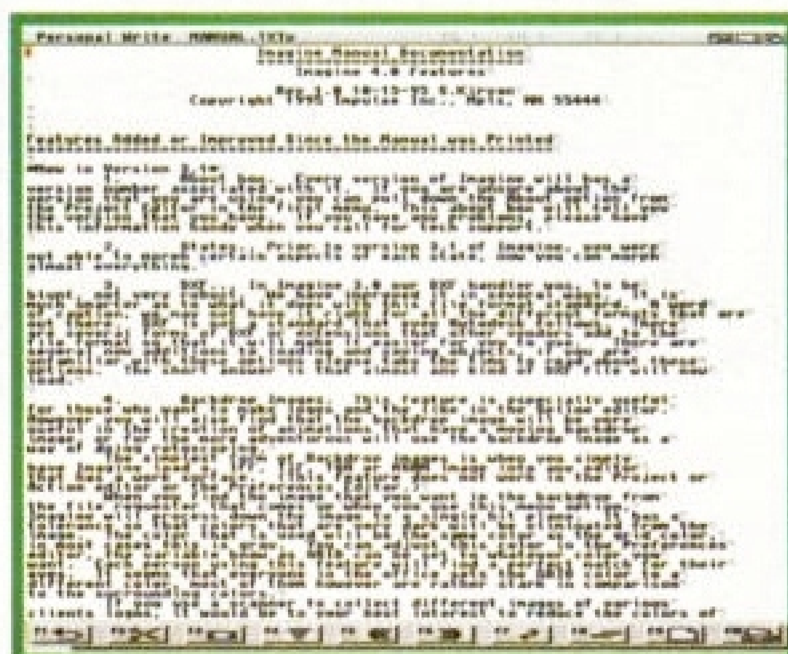


Personal Paint 6.4 **forms the backbone of this excellent collection.**

The storage medium of CD-ROM technology has rarely been used to its full advantage on the Amiga with regard to serious software. While there have been several games and plenty of PD collections there have been few commercial programs that have made effective use of the extra storage space afforded by this technology (*Xi-Paint* and *LightWave 4* being the only ones that spring to mind). Hopefully the arrival of the *Personal Suite* might start a trend as it comprises the best of the Cloanto range of products along with other interesting files.

The disc contains a new version of *Personal Paint* (6.4), *SBase 4 Personal, Personal Write, Personal Fonts Maker 1 and 2,* 27 colour fonts from the *Kara* collection, examples of Amiga artists' work, the PNG Toolkit, several books and a tool called DirDiff. But far from being thrown together, the contents of this disc have been finely and carefully woven through an introductory AmigaGuide document, sensible directory arrangement and good use of icons. All of the programs can be used directly from the CD so you don't have to go through the trouble of installing them.


PFM2 **is probably the best colour font editor around.**


Once you get past the ugly front-end *Personal Write* is OK.

The obvious star of the CD, and by far Cloanto's best known product, is *Personal Paint.* When this program first appeared it was regarded by many as Deluxe Paint's first serious rival, despite not having any animation tools. One of the things that set the original program apart from many other paint packages of the time was its range of image processing features. Now *PPaint 6.4* is perfectly capable of displaying and creating animations. Aside from an ARexx interface and some new loaders, there aren't very many new major features but this doesn't stop *Personal Paint* from doing the things that it has done so well in the past. It still has excellent colour-reduction routines and image processing tools.

Personal Write has not received much attention in this country and at first glance appears quite dated. However, it does have some useful tools and functions and is a fairly average text processor.

The *SBase 4 Personal* is another product that is starting to show its age – especially when compared with today's databases such as Twist and Datastore. While it's big brother, SBase 4, has loads of powerful tools *SBase 4 Personal* is sadly lacking in the power department. But if you are looking for a relatively easy-to-use database then you can do a lot worse than this.

Personal Fonts Maker 2 is, for most peoples' money, the best colour font-editor around. It has an interface that closely resembles a paint package and is very easy to use. It can load both Amiga bitmap fonts and IFF images, as well as saving Amiga bitmap fonts for use in graphical projects.

If you are looking for inspiration for your font-making endeavours then you need look no further than the *Kara Font* collection. Quite simply, this is still one of the best colour font collections available and while the whole collection is not included, 27 fonts should keep you busy for a while – there are even some of the animated ones.

In addition to these main programs there are other things on this disc of interest, including a selection of classic books and some excellent pictures and animations. A useful utility called DirDiff will find differences between two directories or one that may have changed. There is also a suite of tools for the PNG image format. This is a very reasonable collection for just £50 and well worth a look.

CLOANTO PERSONAL SUITE

DISTRIBUTOR
Emerald Creative Technology
0181 715 8866

PRICE
£49.95

SYSTEM REQUIREMENTS
WB2+, CD-ROM drive and 2Mb RAM. Hard drive recommended.

"A sturdy collection of good tools"

90%

CD-ROM Round-up



ASSASSINS GAMES 2

■ WEIRD SCIENCE ■ 0116 234 0682 ■ £19.95

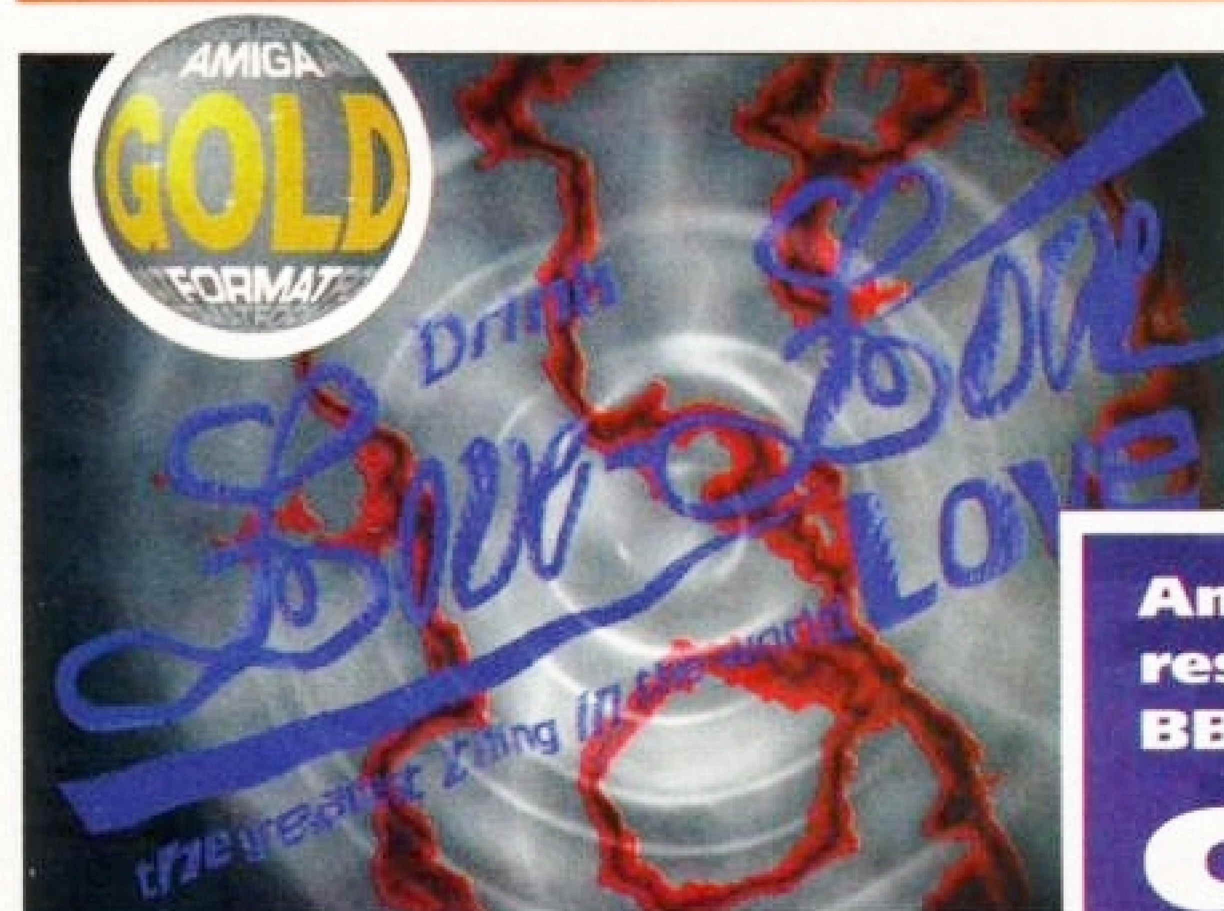
Most Amiga-owners who have a CD-ROM and an interest in games will have at least heard of the *Assassins CD* – collection PD Shareware games. As the name suggests the bulk of the CD is taken up by the extremely popular *Assassins* collection. Version 2 also has plenty of utility disks as DMS files and a choice of interfaces. You can either use a custom menu or an AmigaGuide document, both of which will provide brief instructions and enable you to launch a game.

As with the first disc there's a wide variety of games, so whatever your tastes you should find something to get your mouse moving or your joystick thrashing.

A good solid collection of games

90%





FROZEN FISH

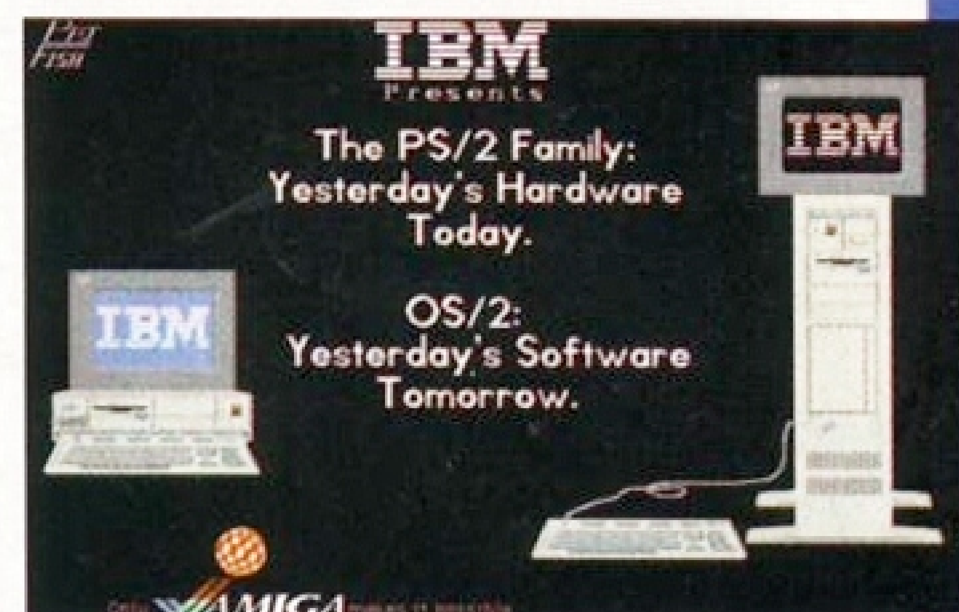
■ PD SOFT ■ 01702 466 933 ■ £19.99

The *Fred Fish* PD disks need no introduction, but the *Frozen Fish* collection is not quite so well-known. Much like the *Fresh Fish* collection, this CD-ROM contains several Fred Fish disks (1-1000), but unlike the Fresh collection the contents are organised with BBS and FTP site-maintainers in mind.

As you might expect the contents are very good, but because of the sheer volume, you really need a copy of the Kingfisher utility which will make finding what you want much easier.

An invaluable resource for BBS Sysops

91%



OCTAMED PRO 6.0 CD

■ WEIRD SCIENCE ■ 0116 234 0682 ■ £29.95

Since the release of the first version, all those years ago, *OctaMED* has remained consistently popular. Viewed by many as one of the best Amiga sequencing programs, it has developed a huge following and there are now usergroups all over the world.

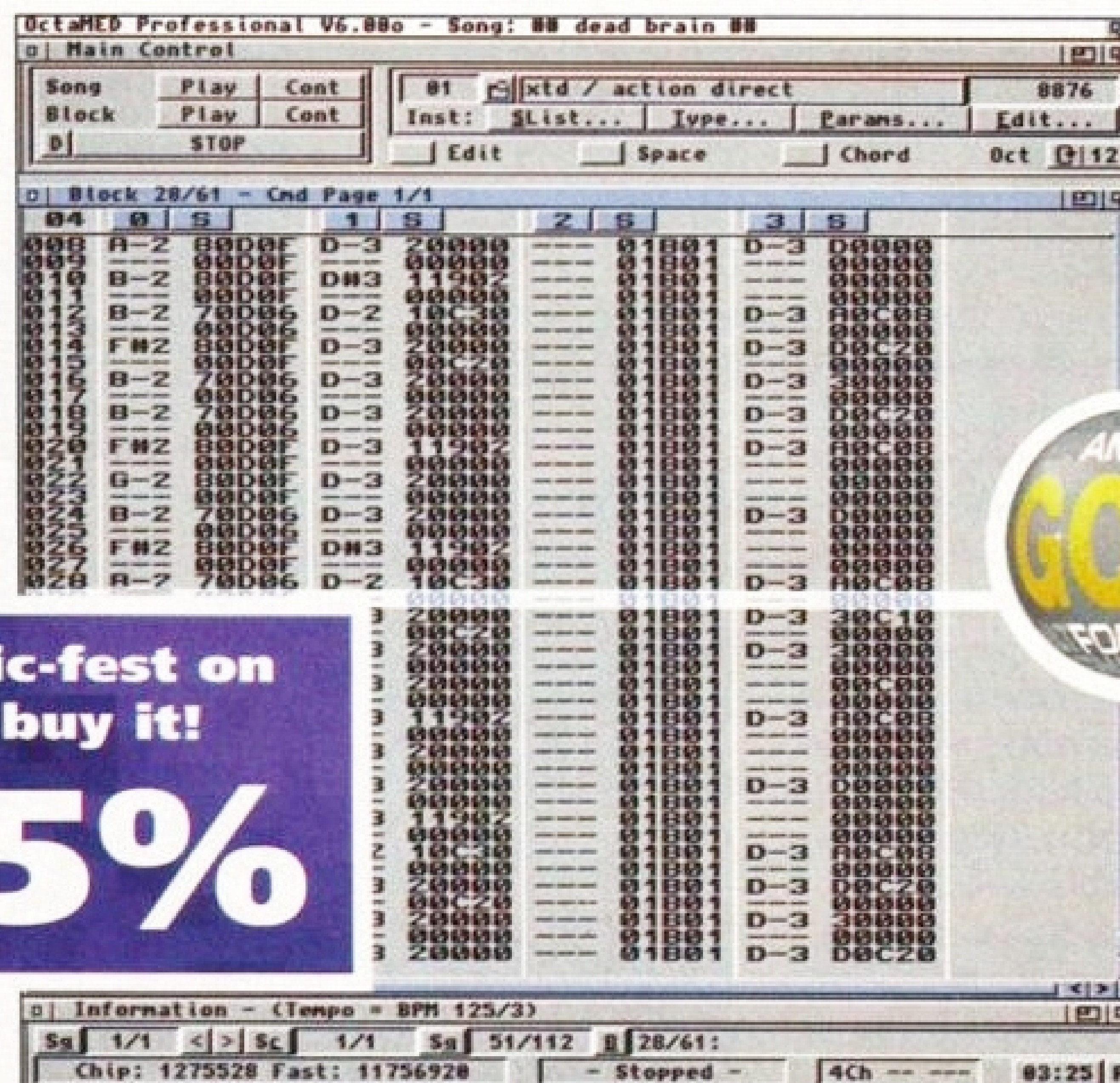
At £29.95 this CD-ROM represents outstanding value – not only does it have the latest version of the full program (which normally costs £39.95) it also contains the complete Walkabout collection of samples and loads of other tools and files. This collection by itself on CD-ROM would be worth £30.

The bulk of the CD is filled up with samples, music modules and compilations from the Med Users Group BBS. While the standard of the modules varies from insanely-irritating to near-professional, on the whole the collection is surprisingly good.

The two most significant improvements in this version are support for midi and 16-bit sampling through the Aura sampling system. It is still as easy to use as ever and highly configurable, although you'll need Workbench 2 or above to run the program and many of the utilities. There is also on-line help in the form of an AmigaGuide file as well as a comprehensive written manual. This CD is a big treat for owners of the previous versions and is even worth buying if you have version six already.

A music-fest on a CD – buy it!

95%





ARTWORX CD

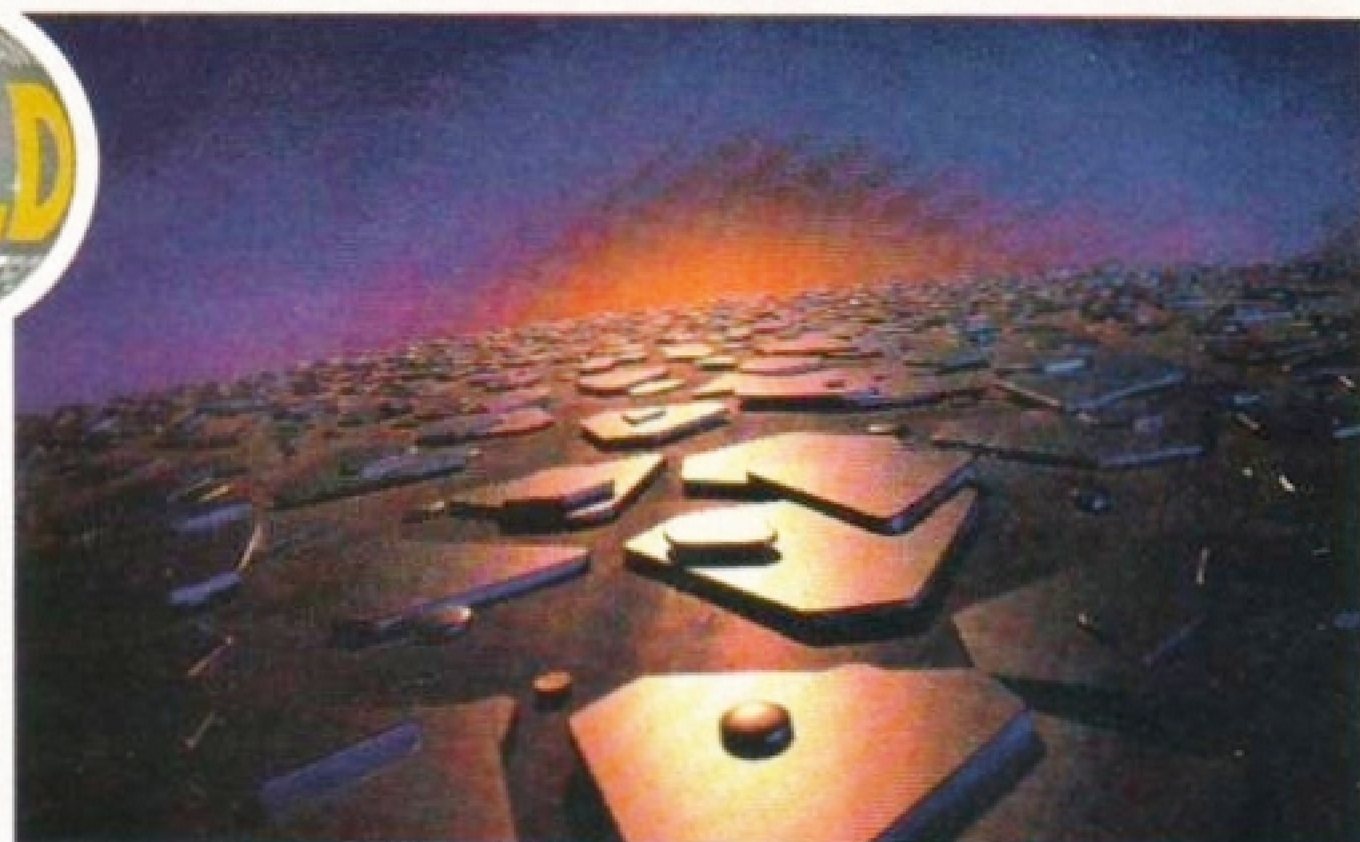
■ WEIRD SCIENCE ■ 0116 234 0682 ■ £9.99



The *Artworx* CD is a collection of thousands of PD-only images from Amiga artists around the globe. As they are PD you can use them in commercial projects without fear of legal recriminations or loss of sleep due to a guilty conscience – except one or two of the scanned fantasy art pictures.

To help you find your way around the CD you can use the AmigaGuide file that is supplied. As well as providing access to each image individually by category, the guide enables you to launch a slideshow of the images.





This disc has something for everyone

91%

It would have been nice to have the option of running a slideshow of a single category, but unfortunately, you can't.

As with most discs of this type the quality of the images is highly variable, however, on the whole they are very impressive. As well as providing nice pictures to look at, there are plenty of images and icons that would be useful in video or multimedia work. At less than £10 this collection is outstanding value for money.

E.M.C. PHASE 2

■ E.M. COMPUGRAPHIC ■ 01255 428666 ■ £24.99





In issue 79, this CD's predecessor proved to be more than a simple collection of fonts and it looks like *E.M.C. Phase 2* is determined to follow in its footsteps.

Again, there is an abundance of high quality fonts, including Type 1 and colour ones, but this time there is a selection of fonts that are ready to be used in Imagine.

As with the first volume, it is not the quantity of the fonts that make this CD special it is their exceptional quality. All the same, the disc does contain Type 1 E.M.C. Volumes 17, 27, 29 and 77, CG EMC Volumes 25, 26, 30, 31 and 82 and Colour E.M.C. Volumes 48 and 49.



There are also several high quality clip-art files and other images that can be used in DTP or video projects. Once again this is a great CD.

Great – roll-on Phase 3!

90%

AMINET 9

■ PD SOFT ■ 01702 466 933 ■ £12.99

Yes it's the *AmiNet* on CD-ROM, yes it's volume 9 and yes, it is full of the best Amiga PD and Shareware around. There is also a good collection of music and image files as well as software.

As with the last two volumes of AmiNet there are a few extra programs ready to run. While last time it was musically orientated and before that graphically, this time there are some ready-to-run games some of which were commercial products.







As solid as ever

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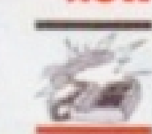
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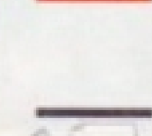
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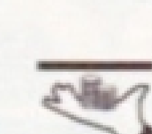
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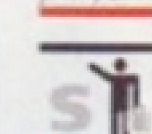
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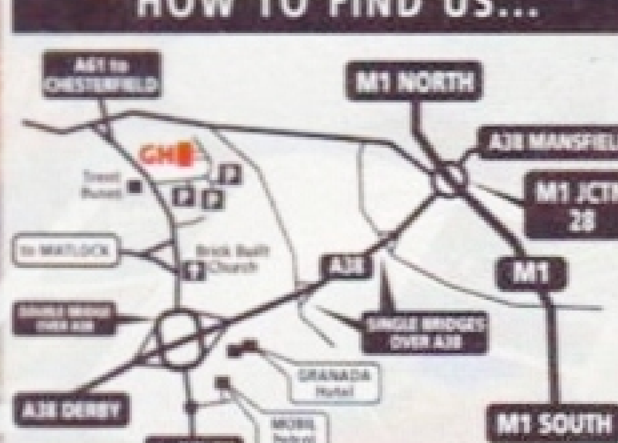
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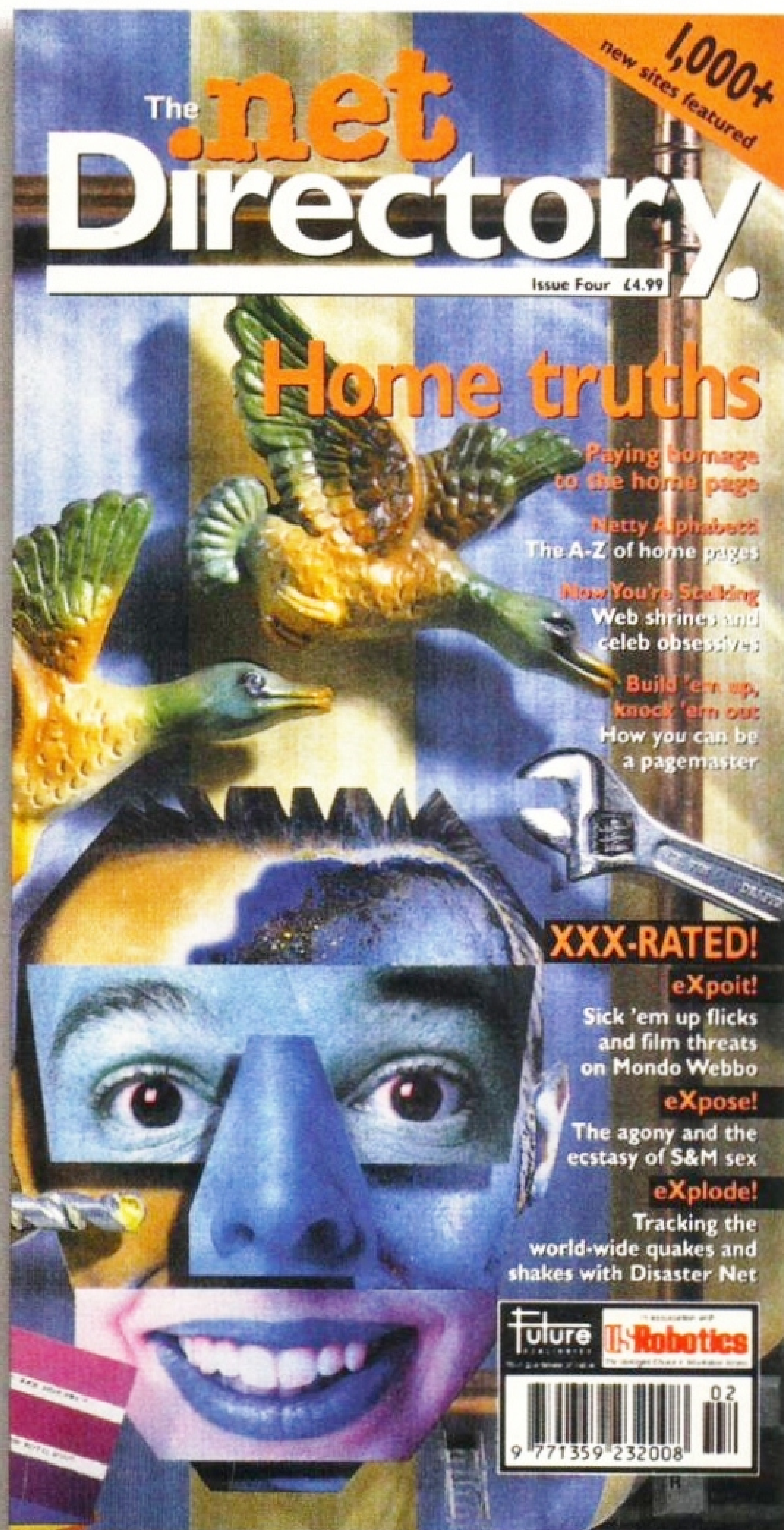
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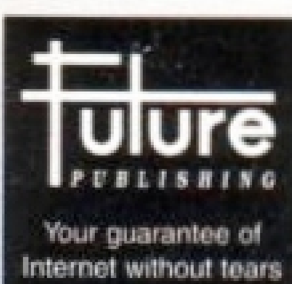
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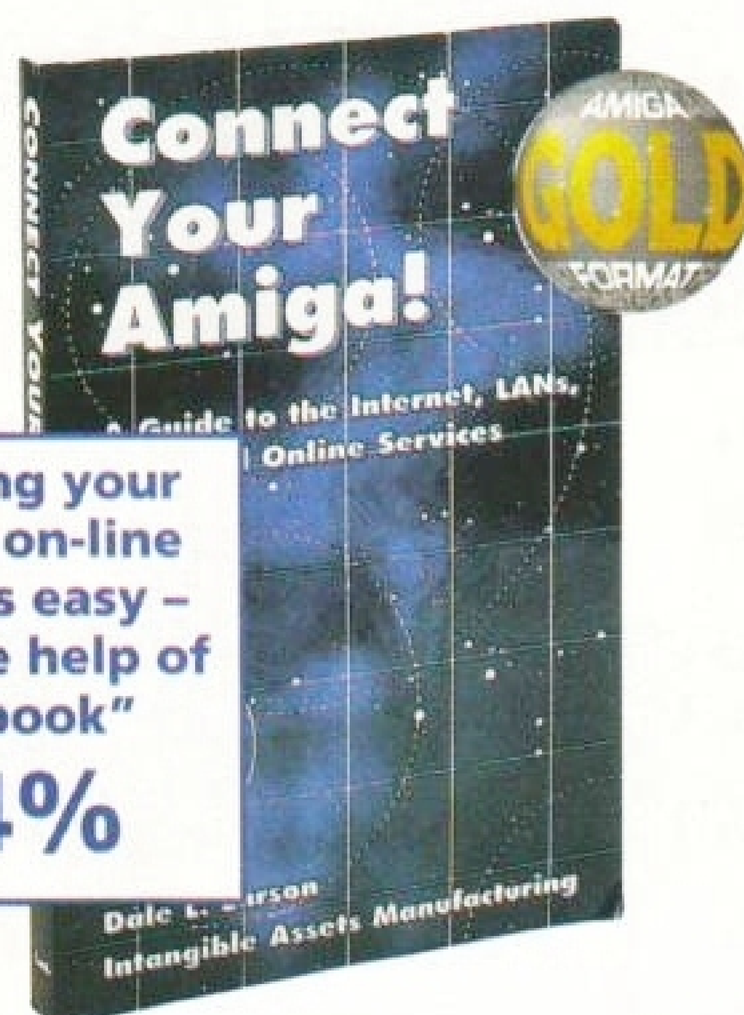
Books

Graeme Sandiford brings you the best of this month's books.

Connect Your Amiga!

ALMATHERA ■ 01923 894355 ■ £24.99
Author: Dale L Larson ISBN: 1-885876-02-5

One of the hottest topics in this magazine's Workbench section is getting your Amiga on-line. This can be a tricky process and many non-technical people tend to shy away from tackling it. This well-written and often humourous book explains a great deal about connecting your Amiga to the Internet, using BBS's and networking machines. By the time you finish reading this book you'll know all the buzz words, be able to get your Amiga on-line and more importantly understand the process.



"Getting your Amiga on-line really is easy – with the help of this book"

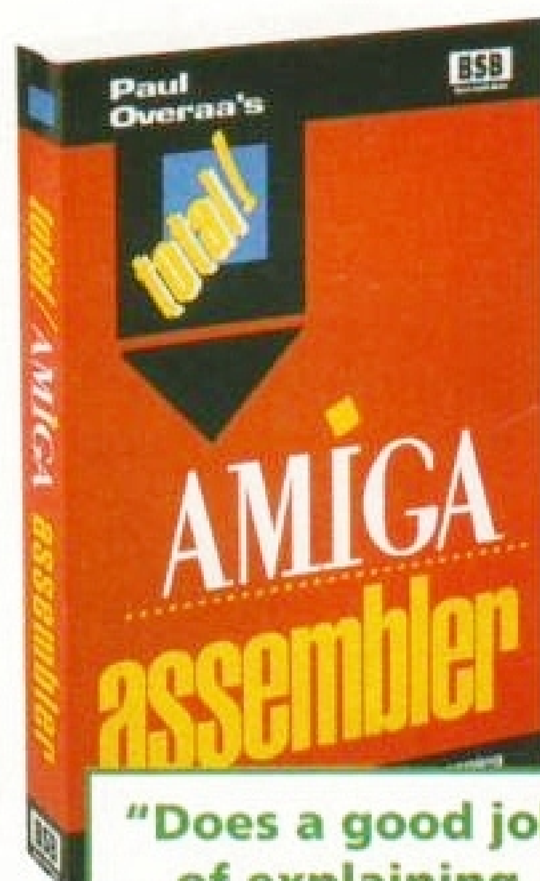
94%

Total! Amiga Assembler

BRUCE SMITH BOOKS ■ 01923 894355 ■ £24.99
Author: Paul Overaa
ISBN: 1-873308-57-4

Despite the on-going popularity of C language many people are still interested in programming the Amiga at its lowest level. Total! Amiga Assembler attempts to tackle this complicated subject and guide anyone with a reasonable understanding of AmigaDOS and BASIC though the pitfalls of this powerful but complicated language.

The book is written in a friendly style and helps you through learning the necessary techniques needed rather than simply instructing you.



"Does a good job of explaining how to make the Amiga do what you want it to"

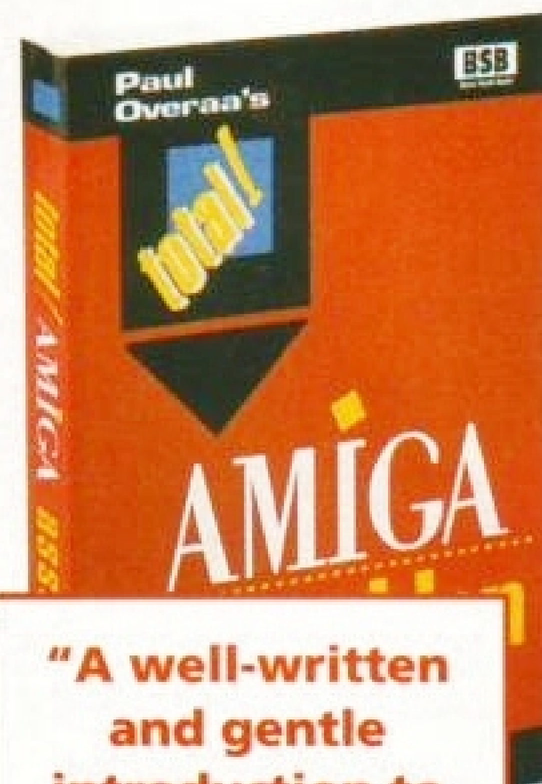
85%

Total! Amiga Workbench

BRUCE SMITH BOOKS ■ 01923 894355 ■ £19.99
Author: Bruce Smith
ISBN: 1-873308-55-8

Not long ago a reader rang through on reader call day with a grave problem – Workbench wasn't working. When I asked her what the problem was, she told me; "the machine boots up and all I get is a blank grey screen with two icons". She was quite disappointed when I told her that *was* Workbench.

As a complete beginner she wanted a book that would explain how to use Workbench. The Total! Amiga Workbench is a good example. Designed with the beginner in mind, this book will take you from the most basic of Workbench principles and guide you through most common problems. Although intended as a guide to Workbench 3.x many of the topics discussed are useful to Workbench 2.x users.



"A well-written and gentle introduction to the delights of Workbench"

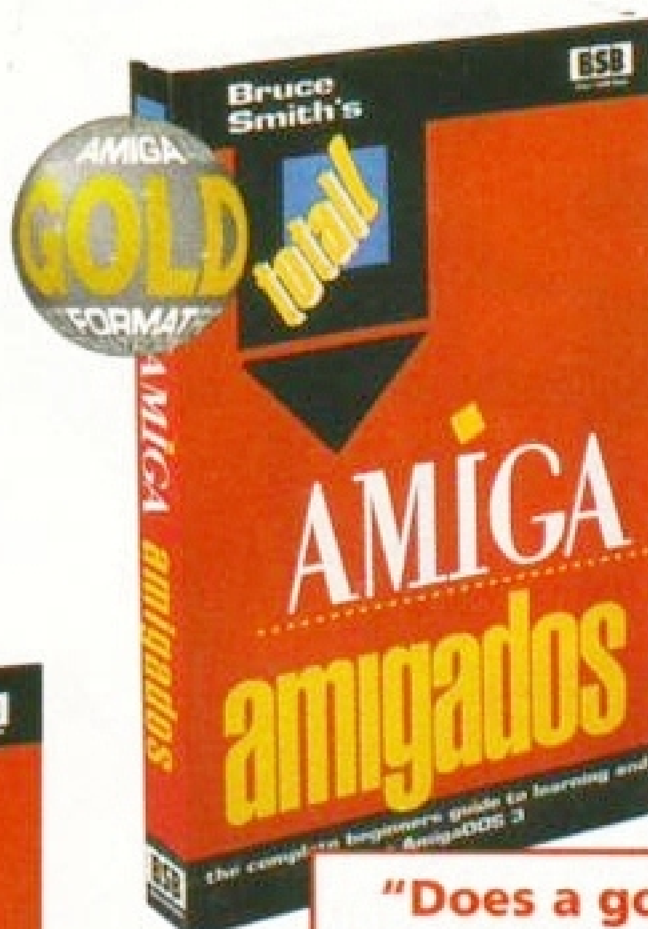
89%

Total! Amiga AmigaDOS

BRUCE SMITH BOOKS ■ 01923 894355 ■ £21.99
Author: Bruce Smith
ISBN: 1-873308-56-6

This book tackles the traditionally fearful CLI part of the Amiga's operating system – AmigaDOS. As with the other Total! books this one is intended to be of use to Workbench 3.x users, but also contains a large amount of information that is equally applicable to version 2.x.

Aimed at the slightly more technically-minded Amiga-owner, the book goes into a little more detail about the way the Amiga operates. It does so in a no nonsense manner that is both comprehensive and easy to understand. It also provides some handy hints and tips.



"Does a good job of dispelling most user's terror of AmigaDOS"

90%

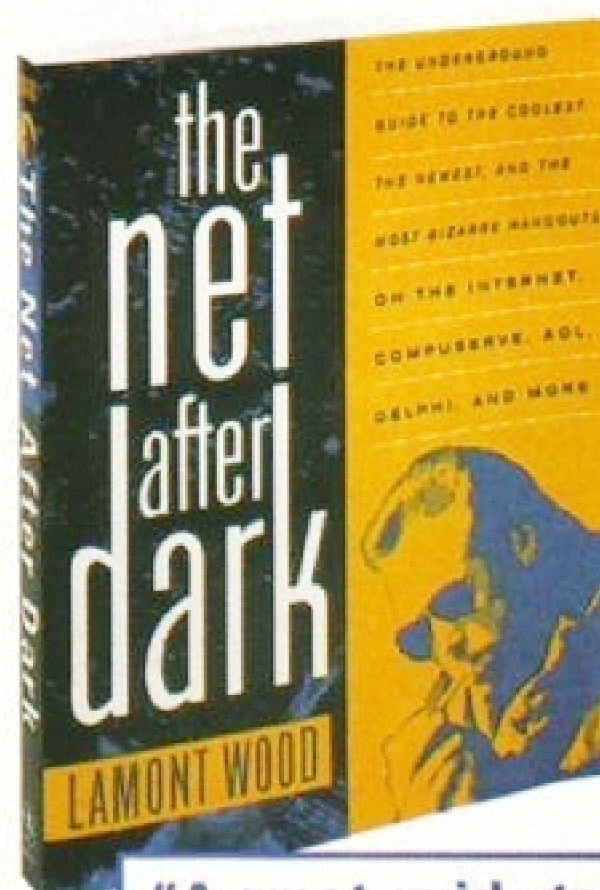
The Net After Dark



AVAILABLE FROM MOST BOOKSTORES ■ £13.95
Author: Lamont Wood
ISBN: 0-471-10347-0

This "underground guide to the coolest, the newest and the most bizarre hangouts on the Internet", is aimed at people who are already on-line and are looking for cool stuff. The main content of the book is aimed at newsgroups and commercial services such as BIX, AOL and Compuserve.

Whatever your interest, from alt.amazon-women.admirers to za.humour (South African humour), you'll probably find a listing telling you where to go on the Net to get more information on it.



"A great guide to some of the best and strangest news groups on the Net"

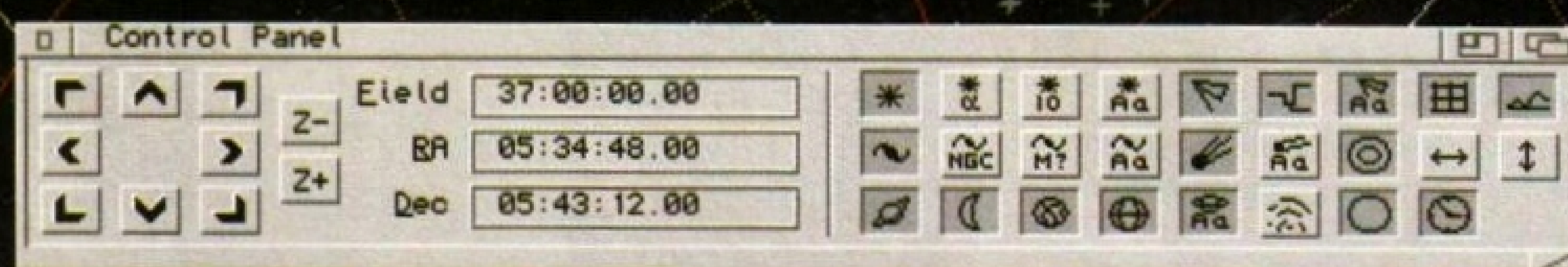
91%

LT: Wed, 1996/01/24 14:04:02.0 DT: Wed, 1996/01/24 14:05:03.3

The Digital Universe

It's cold, it's cloudy and it's wet – why bother going outside? John Kennedy turns his Amiga into a virtual telescope.





Remember, Space is big – really big. You may think it's a long way to the chemist's, but that's just peanuts in Space. If you plan on Hitch-hiking your way around the Galaxy, you'll need a good map: and *The Digital Universe* is likely to be the best you'll find. This program has been developed solely on the Amiga, and much to the dismay of jealous PC and Mac owners, it's a staggering program.

One of the first staggers you'll suffer is when you sit down to install it on your hard drive. Fourteen disk swaps later and you're eventually finished: the need for a CD-ROM version is self-evident. The reason for the huge number of disks is obvious when you discover the list of features: not only do you get a program which will plot the position of over 250,000 different heavenly bodies, but you also get a 700 page hypertext guide.

The numbers may be big, but the detail is still very much down to earth.



Most of the planets are displayed so you can see their phase. You can also check on the position of the moons and rings of Saturn and Uranus.

Before you start to use the program properly you'll need to enter your location, your altitude and for best results, even the local air pressure. *The Digital Universe* will then display what you would see if you went out and looked up on a cloudless night.

Think of *The Digital Universe* as a window onto the Night Sky. You can move the window around the sky to see from any viewpoint, but you can also turn on the 'Time Machine' and set the exact time and date. This is not an astrology program, this is a scientific instrument, but you can still use it to see if there was a bright star over your house on the day you were born.

I suppose it's a bit like having Patrick Moore sitting beside you, because you can interrogate every object displayed on screen, and the more important ones will be linked with a hypertext reference. Many links lead to images and pages of background information.

Planetary information is particularly impressive, as when you "zoom in" with your virtual telescope on the Moon, Venus, Mars, Jupiter or Saturn you see a drawing displaying the correct phase. The positions of the major moons of all the planets are displayed too: 29 in total.

Observing the moons and the planets' changing phases is made a great deal easier with the in-built animation facilities. You can define a set of parameters, and *The Digital Universe* will happily spool the images to disk for you in standard IFF format.

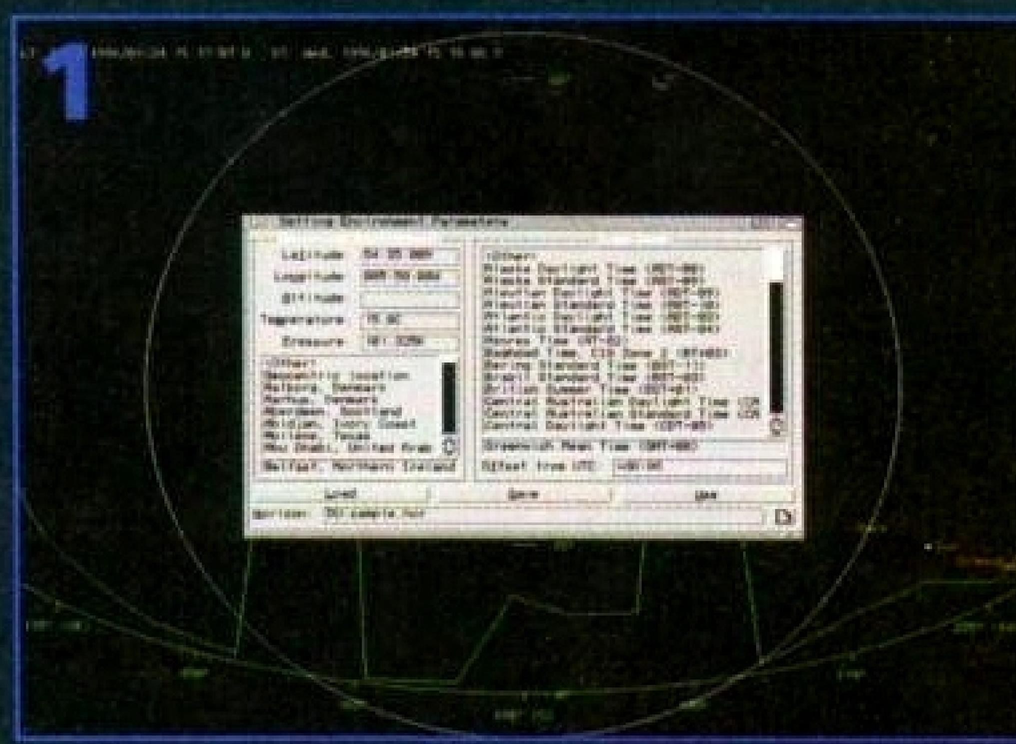
MUST HAVE...

If you are already into astronomy, then this is an essential purchase. It is more up-to-date than previous Amiga programs and includes detailed and flexible support for artificial satellites and asteroids. The company World Wide Web site contains updates as new objects are discovered or satellites launched. Sending a star map to your printer before heading out with your 'scope for the evening can save you hours of searching time and help you find new objects. The report generation is very flexible, so you can customise



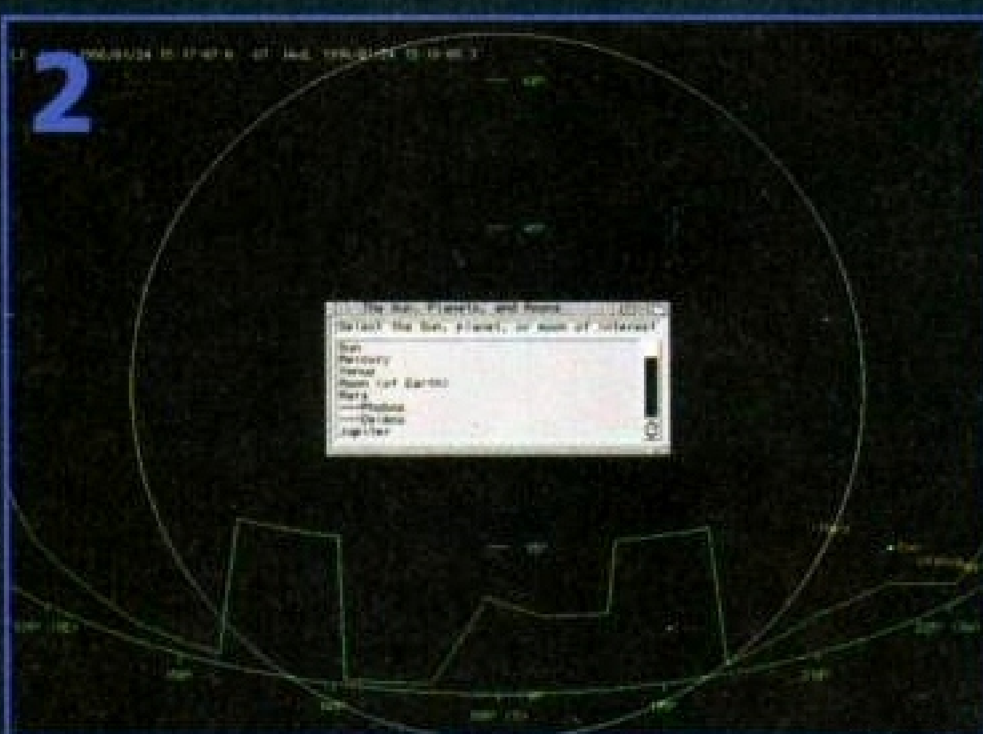
Digital Universe can show a lot of information: in this view we have the stars and deep sky objects (galaxies) switched on, as well as several grid lines.

USING THE DIGITAL UNIVERSE



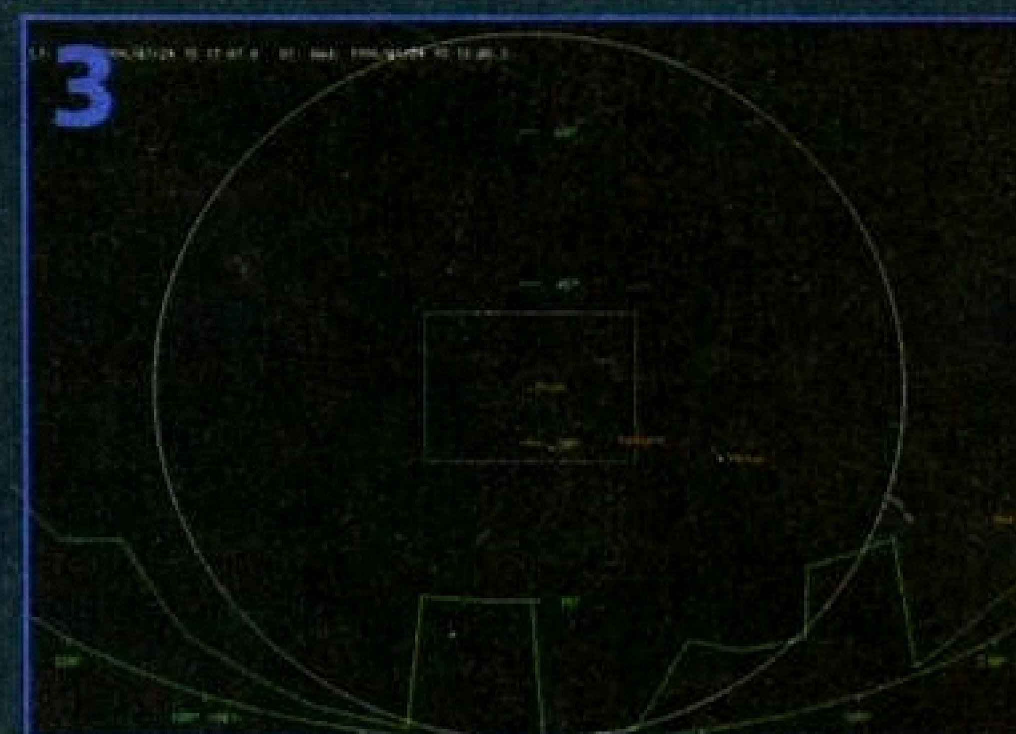
INPUT YOUR DETAILS

Select your location, the time and optionally your altitude and local barimetric pressure. The more accurately you can define your location, the more accurate the results will be: normally getting close to one of the 1000 example cities is good enough.



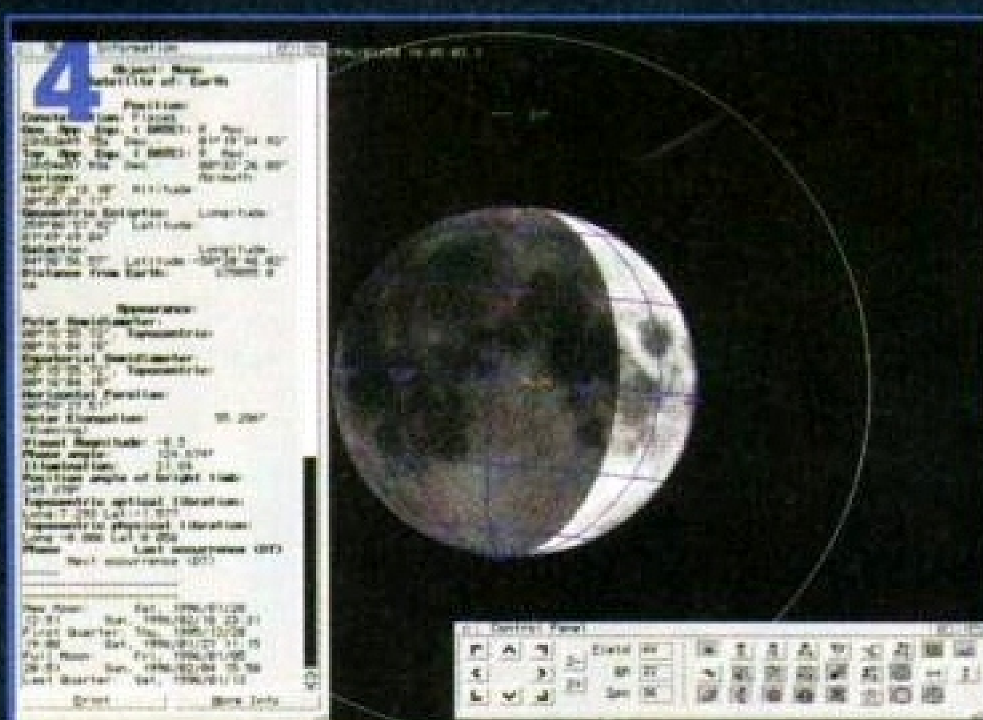
CHOOSE YOUR BODY

Select the object you are interested in observing. You can either look around to find something of interest, or search by name for the heavenly body of your choice.



ZOOM IN CLOSER

When looking at planets or the moon, it pays to zoom in for a closer look. Most of the planets are shown in a shaded form like this: accurately representing what you would see through a telescope.



CLICK FOR INFORMATION

You can click on each object to discover what is stored in the vast hypertext reference book. The more important bodies have plenty of background information and links to other pages.



LEARN!

Some of the hypertext pages have associated images which you can launch by clicking on the link. Some pages even have links to audio files, so you can listen to Neil Armstrong as he steps onto the lunar surface.

STAR PERFORMER

The following databases are integrated into The Digital Universe

- Yale Bright Star (YBS) Catalogue of 9110 stars.
- Smithsonian Astrophysical Observatory (SAO) Catalogue of over 250,000 stars.
- Messier's Catalogue of 110 deep sky objects (galaxies, nebulae, and clusters).
- Sky & Telescope's NGC 2000.0 Catalogue of 13,226 deep sky objects.
- Tom Lorenzin's 1000+ database of observing comments for over 2000 objects.
- Jost Jahn's comet database containing 2298 cometary orbits.
- Jost Jahn's minor planet database containing orbital for thousands of asteroids.
- Ted Molczan's & T. S. Kelso's orbital information for approx. 900 Earth-orbiting satellites.

your own tables to fit in with the way you work.

Even if you are merely have a passing interest in Astronomy, *The Digital Universe* is better than any book. It makes exploration interactive: you can zoom in by dragging the mouse and click on an object to bring up more information. The on-line hypertext help system allows you to browse through pages of text and diagrams on a range of subjects.

The only drawbacks to *The Digital Universe* are those imposed by the level of its performance. There are a lot of calculations going on in the background, so each time the screen is moved there is a delay as the new display is calculated. MUI is used to provide all the gadgets and menus, but if you fulfil the minimum hardware specifications there is no need to hold this against anyone. A fast Amiga with an FPU certainly makes a difference.

The Digital Universe is a very powerful program. It's fun, it's educational and even if you are an amateur of the outdoors or armchair variety it's a "must-have" accessory.

THE DIGITAL UNIVERSE v1.2

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SYSTEM REQUIREMENTS
WB2.04 or better, 3Mb of RAM, 11Mb of Hard drive space (17Mb for full installation). Fast CPU and FPU recommended.

SPEED ●●●
There is a lot of number crunching going on, so it takes a second or two for the screen to update.

MANUAL ●●●●●
The on-line hypertext is staggering, and the manual comprehensive.

ACCESSIBILITY ●●●●
Very easy to use. No prior knowledge of astronomy required.

FEATURES ●●●●
It's hard to think of anything important missing, other than the more frivolous views offered by *Distant Suns*.

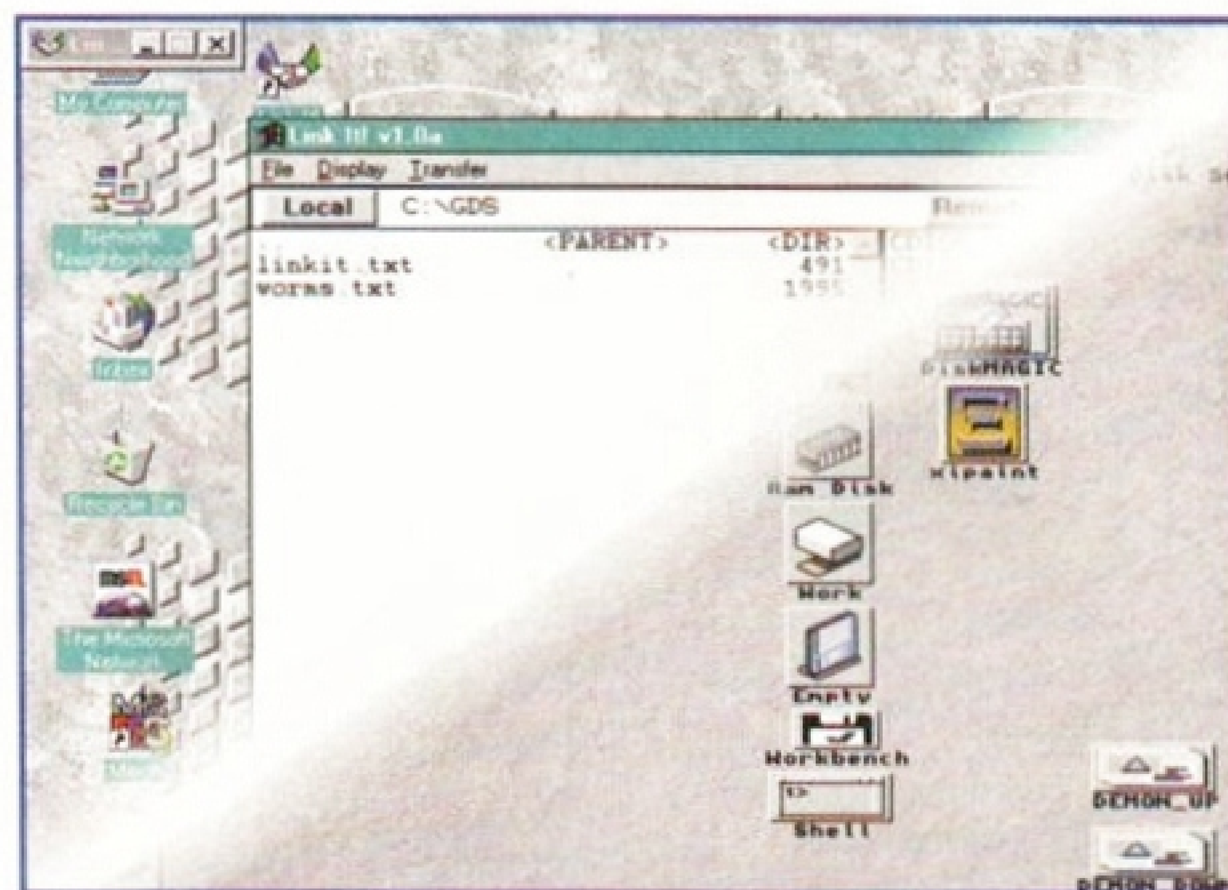
VALUE ●●●●●
Excellent value: a top class program bundled with an excellent and very readable text book.

"The final frontier reaches your Amiga and becomes the star of the show"

92%

Siamese


The *Siamese* system offers A1200-owners the best of both worlds.


Get the best of both Windows 95 and Workbench operating systems.

The twinning of the Amiga and PC computer platforms? Graeme Sandiford was in two minds about it...

Many of the best innovations are incredibly simple and often seem obvious once they have been suggested. This was the case with the PowerStation from HiQ (reviewed *AF72*) which cunningly made use of the Squirrel SCSI interface and PC cases (what else are you going to do with a PC casing aside from sticking a PC motherboard in it?) to improve the expansion potential of the A1200.

This low-cost solution enabled A1200-owners to add a variety of SCSI devices to an external housing, as well as taking advantage of things such as multimedia speakers. Now, however, HiQ have decided to take the idea one step further and several levels of complexity higher, with the development of the *Siamese* system.

In essence the *Siamese* system is an almost seamless integration of the Amiga and PC computer platforms. Although the model we had a look at is not the final version it still performs surprisingly well and has several impressive features.

No, don't make a face like that – there are plenty of benefits from combining these two systems. Firstly, despite their virtually useless operating system and incompatibility problems, PCs offer outstanding processing power for their price. Not to mention the availability of cheap hardware such as graphics cards, MPEG boards, monitors, Ethernet adaptors and other peripherals. This, combined with access to the wonderful operating system of the Amiga, means the two are so well integrated you can simply switch from one system to the other with a keystroke. In a way, you might describe the *Siamese* system as the ultimate PC emulator and with a copy of Shapeshifter you can enjoy the benefits of three computer systems.

So how does it work and who will find it useful? As with the original PowerStation, the *Siamese* system relies heavily on the Squirrel interface. In fact one of the main reasons it is not finished yet is that to get the best out of the setup it needs the latest version of the Squirrel – the Surfer.

As well as the option of using the SCSI interface to connect the machines it is also possible to use the serial ports, although performance will suffer.

Thanks to some especially clever programming by Paul Nolan, the progenitor of the excellent Photogenics, the Amiga keyboard and mouse can be used as input devices even when the PC side of the system is in use. So you can enter values, type text or even play mouse driven games. And as well as being able to transfer files between systems, you can also execute PC programs from the Amiga.

Another clever feature is the video switcher card which enables you to switch between the Amiga and PC screens. It will also be possible to use a two-monitor setup and as a bonus the Amiga's video output can be displayed on monitors that do not ordinarily support its scan rates.

This kind of setup will no doubt appeal to people in need of a power boost, such as 3D artists, who will also benefit from the availability of Amiga renderers like LightWave, Real3D and Cinema 4D on Intel-based machines. For those who already have both machines there are plans for packs with just the necessary cards and software.

The *Siamese* is certainly an interesting prospect which will open up plenty of possibilities for A1200-owners looking to expand their machines. We'll keep you updated on its progress in future issues, but to find out more now or to place an order call HiQ.

SIAMESE

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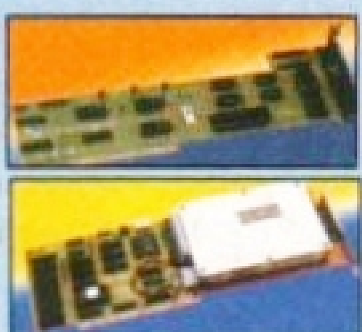
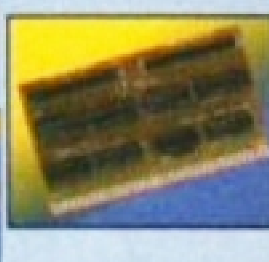
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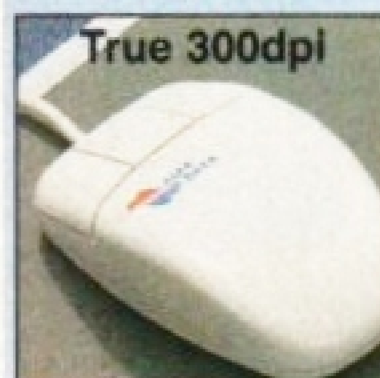


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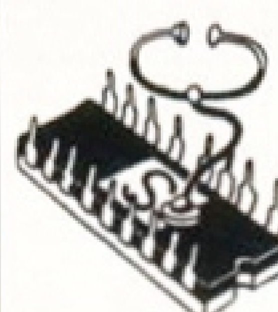
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Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

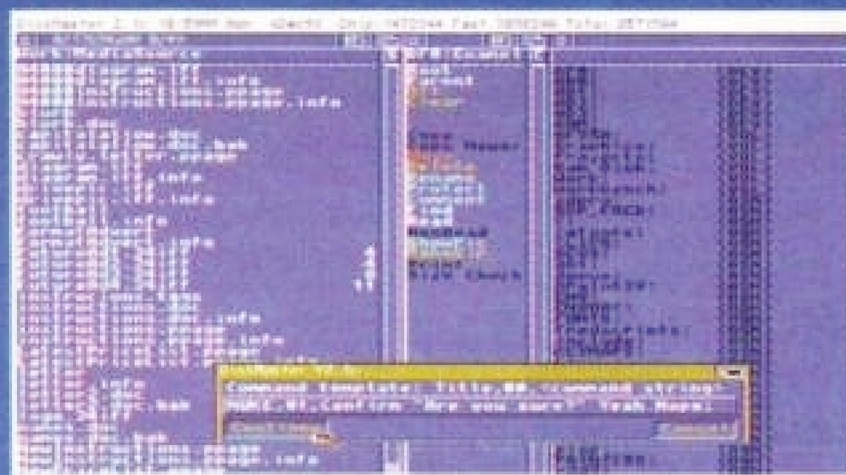
LOW LEVEL PANIC

I have an A1200 with Kickstart 3 and Workbench 3. I was recently looking through my libs drawer in my Workbench partition when I came across a file called lowlevel.library. Could you tell me what it is and what it is used for? Is it a low level format file, a virus with a low level format command waiting for the right date to execute itself or simply just a harmless library file? Using *DiskMaster 2* from *AF55*'s coverdisk, I read the lowlevel.library file using the hexread command. There are several columns in binary code containing numbers but the far right hand column had some funny characters, among which I found words including: Nulowlevel.library, nonvolatile.library, intuition.library, graphics.library and one which alarmed me because I thought it might be part of a virus timer device. What should I do, delete it or leave it?

Andrew Hoyle
Lancashire

The LowLevel library is a legitimate library, so don't delete it! It's part of Amiga Workbench libraries, although mostly to do with the CD32 system. It deals with reading the joypad buttons. It's often included to help programs to think they are running on a CD32. The "non-volatile" is a giveaway: it refers to the small extra area of battery-backed memory present on the CD32 to store saved game positions.

Having just bought a 1200, I would like to fit a CD-ROM drive and in time maybe an emulator so I can run PC software. Could you tell me what I would need in respect of additional ram and/or acceleration to my machine. As for emulators may I also ask your opinion on the value for money aspect. I don't want to spend around £300 only to be disappointed, or to find that I need to spend more to make it run properly. Finally if the emulator is satisfactory, would it run PC CD software.



DiskMaster 2 can tell you plenty of interesting things about your Amiga.

Reborn Amiga user
Chesterfield.

You don't need any extra memory to run a CD-ROM drive, you need an interface. There are several options: the easiest is to buy a Squirrel and connect it to the PCMCIA slot on the side. You can then fit any SCSI CD-ROM drive, and the package will cost you a lot less than £300.

If you do decide to buy an accelerator remember that many are available with an optional SCSI interface – these will also drive a standard CD-ROM drive. Finally if you are a little more adventurous, it is possible to fit an IDE CD-ROM drive with some hardware and software available from Blittersoft.

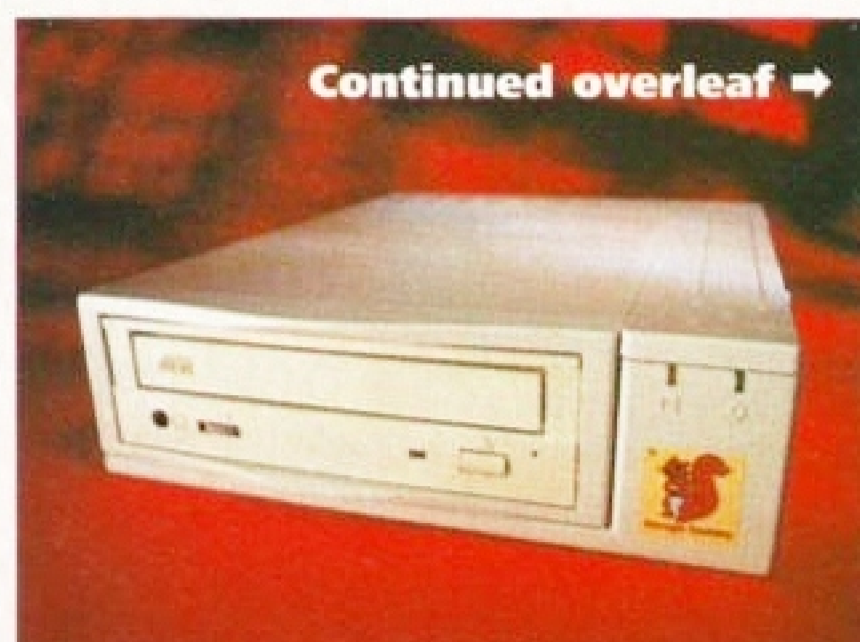
FASTER, FASTER!

I have recently sold my A600 to upgrade to an A1200, but after seeing the excellent review of *Breathless* in *AF* last month, I have decided to get an A1200 with a faster processor.

1. Last month news came out that Amiga Technologies were set to release an A1200+! Is this still set to go ahead, if so do you know the specifics, the price, whether it's going to have a dodgy disk drive like the A1200 and most importantly when it's going to be released, because I just can't wait to get this excellent machine.
2. I'm sorry if I might seem a bit thick when I ask this question, but what does a SIMM socket/device do?
3. When is this SX32 upgrade board being released for the CD32 and what does it do?
4. This Power PC board upgrade - when is it set to reach the UK and do you know how much it is likely to cost?
5. Finally, what are the advantages of RISC technology compared with AGA technology?

Jason Bamfield
Bristol

1. Since the announcement at the Computer Arena in Italy, AT have made lots of interesting noises about enhanced A1200s but alleged details are no more than rumours: the latest being



Continued overleaf ➡

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

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○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ________

Chip memory available ________

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Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ________

Hard disk: ________**Mb as DH**________

Manufacturer: ________

Extra RAM fitted – type, size (Mb) and manufacturer: ________

Details of other hardware: ________



This is the fabled SX-^{32}. It's kind of a sooped up SX-1, but we haven't got much info on it yet.

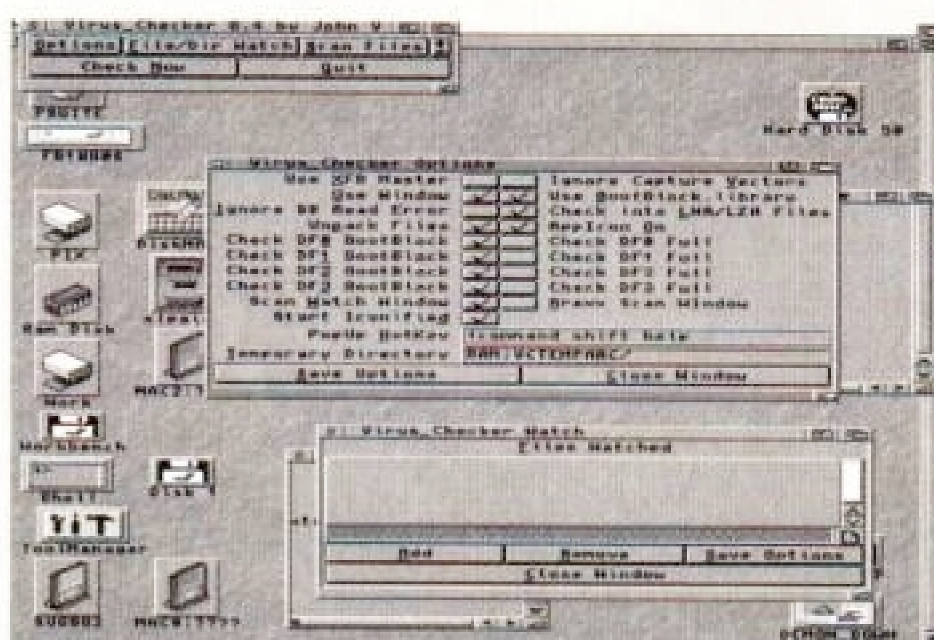
that a machine is to be launched in March featuring a built-in CD-ROM drive but no floppy disk drive (one way to get around the incompatibility problems). However, even developers have yet to hear or see the specifications for certain and so it seems unlikely. Should you wait or buy an accelerator now? I would get the accelerator. If the new Amiga does come along, at least you will be able to use the SIMM memory module.

2. A SIMM is a "Single Inline Memory Module". It's a set of memory chips attached to a small board to make handling and fitting easier. If an accelerator has a SIMM socket, it means it will accept memory in this form.

3. I'm sorry, I have no more information on the SX^{32}. If it does appear it will enhance the CD^{32} by providing extra memory, keyboard and hard drive interfaces: basically turning it into an A1200.

4. Your guess is as good as mine. I have heard dates indicating a launch by the end of the year, but that was for the A4000 and A3000 machines – who knows about an A1200 version. The cost would probably be comparable with existing 68040 and 68060 board prices.

5. RISC and AGA are two totally unconnected acronyms. AGA looks after the graphics, RISC is a type of processor. At the moment the Amiga is based on the Motorola MC680x0 family: the advantage of moving to RISC for the Amiga is that the 680x0 path ends at the 68060 and there is always the need for more speed. Plus, a new PowerPC machine could have PCI slots which would make it more compatible with existing PC and PowerMac hardware.



You can never be to careful when safe-guarding your data and a good virus checker is a must.

READ/WRITE/WRONG

I own an unexpanded A1200 and I am having some difficulties with it. During the course of swapping games with a friend I picked up a lot of read and write errors on several of my disks, one of which I suspect to be my original *DPaint* boot disk. Every time I copy some files to a disk it gives me a write error on a random disk block. Please could you help me?

Also I would like to know how to make a self booting disk that will run a program automatically.

Eoin Harford
Co. Dublin

Swapping games? You mean Public Domain games don't you? Swapping commercial games is a form of piracy and I'm sure you wouldn't do that.

One reason for not swapping commercial games is that often the games have been "hacked" to remove copy protection. These hacked games often include virus programs – and if there is one thing virus programs love to do it is infect other disks and cause Read and Write errors.

Here's what you need to do. First throw out any copied games you may have. Then get rid of any disks with Read Write errors: you will have backed up the original Deluxe Paint *disk as soon as you got it, won't you?*

Then get the latest Virus Checking program from a Public Domain library and let it look at all your existing disks. It will repair as many as it can, but don't count on it. There was a disk of utilities including a virus checker on the AF80 coverdisk.

Making a disk boot and run a program automatically requires a little work with the Shell. First of all, copy all the files (including libraries) which the program needs onto the disk. Then use the INSTALL keyword to write boot information to the disk. Then create a directory called S, and inside create a file called startup-sequence which contains the name of the program you want to run.

CLOCKWISE

I have just bought a FPU (Floating Point Unit) for my A1200. The FPU came with a clock crystal running at 33 Mhz which goes on the RAM card. The RAM card has a jumper that makes the FPU use the clock in the A1200.

1. Is the clock built onto the actual CPU or is it separate?

2. If the clock is external, is it possible to replace this with a faster clock, or even the one I got with the FPU?

3. If it is possible, how fast can I go without sacrificing the reliability of my computer?

If the A1200 had a removable CPU would it be possible to just plug in a 68030 chip to make it faster? If this was possible then there would be no need for expensive accelerator cards. I could even replace a 14 Mhz 68020 with a 28 Mhz 68020. This is what you can do on a PC and I think this would be a sensible design point in the design of the next Amiga.

Hitesh Arjan
London

The A1200's internal 68020 processor uses a clock circuit which is included on the Amiga's motherboard for timing. The clock originates in one of the custom chips. The other chips also use this clock so that everything is kept in sync. However, an FPU can use a different clock – it's a little processor in its own right. The oscillator package on the memory board contains a clock and the jumper on the board allows the FPU to either use this (external) clock, or sync to the CPU (internal) clock. If the external clock is faster than the internal clock, this will obviously mean that the FPU will work faster.

However, it is not possible to speed up the internal CPU in the A1200 simply by fitting a new clock. For a start, the clock is part of one the custom chips. As the clock circuitry also drives the custom chips responsible for looking after the graphics, disk drives, sound and so on, it needs to be constant. The custom chips will simply not run faster than they do at present.

By fitting a replacement processor externally on a trapdoor card, and using a separate external clock it is possible to keep the custom chips happy and yet still speed up the Amiga's processor.

The 68020 and 68030 are not pin compatible, so even if you could remove the A1200's 68020 you could not plug in a 68030. The only way to fit a 68030 is to use an external card. Many PC's are forced to work in the same way by providing an extra processor socket on the

SIMMPLE MISTAKE

I've got a CD^{32} with an SX-1 board. Last summer I bought a hard drive, 4Mb memory expansion to add to the keyboard and a floppy drive I have already connected. I installed the hard drive without a problem but when I added the memory, the machine just wouldn't register it. I thought it might be a power problem so I bought a Goliath High Power Supply.

Unfortunately, on using this I accidentally blew the power on the CD^{32}. To get this repaired I took it to a local repair man and asked him to sort it out. He solved the power problem, but couldn't work out why the memory expansion didn't work. He decided it was something wrong on the board, as the SIMM itself was fine in another machine. He suggested I sent the SX-1 to the manufacturers as he couldn't fix it.

As you probably know, the SX-1 is from America so I can't send it back. It's also out of warranty. I've called a few places about repair but with no luck. As I'm getting desperate I'm writing to you to ask for advice.

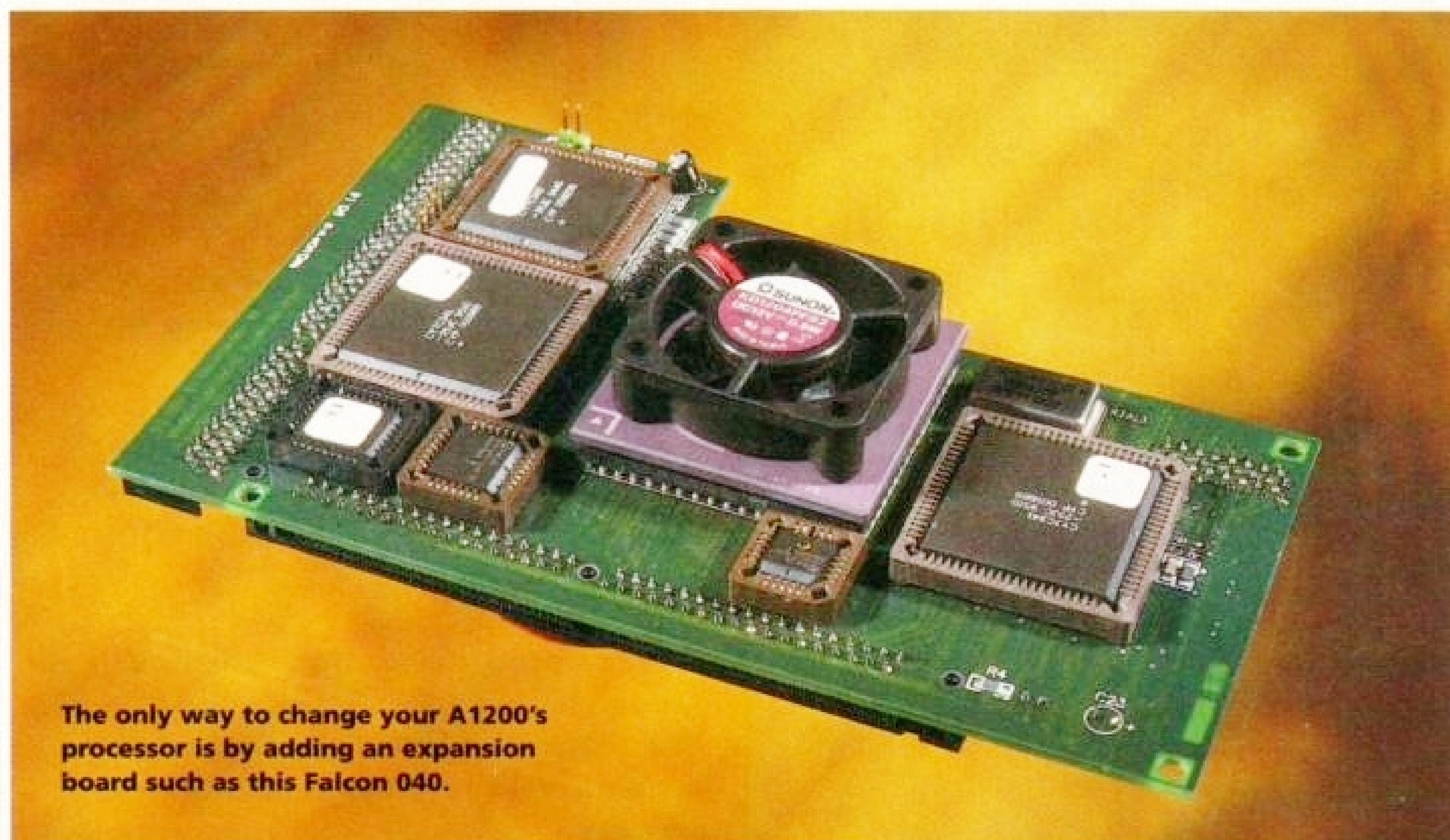
Is there anywhere I can get it repaired? Or, will I have to buy myself a brand new SX-1? My other choice is to just forget the memory expansion. These are the options as I see them. Are there any others?

Chris Stevens
Co. Durham



Hmmm... let's not jump to conclusions. It could be that the SIMM itself is still to blame. Was it tested in another SX-1? It's a common mistake to assume that all SIMMs are equal: they most definitely are not. It's possible to have double or single, EDO or FP, Parity or Non parity. And every SIMM has a speed rating of 60, 70 or 80ns. In short, SIMMs can vary wildly and because it works in one machine doesn't mean it will work in another machine.

If possible, try borrowing a SIMM from another Amiga or PC user. Try as many different sorts as you can before ruling out the SIMM. Ideally you would like a 4Mb, 70ns, single-sided, non-parity SIMM. If the SX-1 is definitely at fault, perhaps any dealers reading this who can repair the unit will get in touch.


The only way to change your A1200's processor is by adding an expansion board such as this Falcon 040.

motherboard: in effect, you are forced to pay for the expansion card whether you want it or not.

You can only be sure that you are not sacrificing reliability if you always run the CPU and FPU within their rating. For example, do not run a 33Mhz CPU at 50Mhz.

HARD QUESTION

I am considering getting a hard drive and a CD-ROM drive for my Amiga 1200 and have a few questions:

1. 3.5" hard drives are a lot cheaper than 2.5" ones but I read in a magazine that they would not fit in my A1200 – is this true?
2. I do not have that many games and am considering getting a small hard drive – about 60Mb. Is this big enough? Can you save one disk to one Mb of hard drive space.
3. I know that IDE hard drives are compatible with my machine but what about SCSI ones? Do I need any extra equipment to install one of these drives?
4. I read that a CD-ROM could squeeze on more than 500 floppy disks. Does this mean that all CD-ROM games only come on one disk? If not can I install CD-ROMs to a hard drive? Would I need a larger hard drive?
5. Does a CD-ROM load automatically like a floppy disk.
6. The hard drive I am considering getting has a 32K cache. Is this OK or do I need a 64K cache?

Anon.

1. The A1200 (and A600) were designed to work with 2.5" drives. This means there is a special drive cradle inside which holds a 2.5" drive, and a connector to fit a 2.5" style cable.

However, modern 3.5" drives are very slim, and so although the A1200 was not designed to use them, you can squeeze one into the case. You will need to remove and discard the cradle and buy an 2.5" to 3.5" adaptor cable.

The Amiga IDE interface is not buffered and is designed solely to work with 2.5" drives although many people (myself included) use 3.5" drives with no problems.

2. Before considering the drive size, remember that most games cannot be copied to hard disk at all. Most game disks have heavy copy protection and cannot be installed onto hard disk. Those that do will take up the same amount of space: in other words, if the floppy disk contains 880K then 880K of hard disk space will be required. Some games "unpack" themselves to hard disk, and so take up more space – roughly twice as much.

A 60Mb drive is very small by today's standards. In fact, many manufacturers are no longer making drives smaller than 1Gb in size – that's over 1000Mb.

3. Yes, to use a SCSI hard drive you need a SCSI interface. The most popular is the Squirrel PCMCIA SCSI interface. You will also need some way of powering and housing the SCSI hard drive.

4. Yes, a CD-ROM can contain more information than is stored on 500 floppy disks. All the Amiga CD-ROM games I have seen come on one disc. You can probably copy a CD-ROM to a hard drive and run it that way – if you have 600Mb to spare. It is unlikely you would ever need to.

5. Yes, a CD-ROM can autoboot given the right circumstances.

6. The cache size will make little discernable difference to the performance.

BUSINESS VENTURE

I have decided to flog my 500+ and CD^{32} to purchase an A1200. However, there are several things that are affecting my move in doing this.

1. I would love to purchase a new Amiga Magic A1200 but the fact that the 'jumpered' HD floppy drive is incompatible with some software, deters me from purchasing one.
2. Is there any point purchasing an A1200 because I'd be right peeved if straight after I purchased it there is a new, more advanced A1200 (possibly the A1400) released which costs the same or similar to the then 'old technology' A1200!
3. What are the best possible new Amiga's going to be. Should I wait for a higher spec Amiga? If so which would be best suited for a price hovering around £300?
4. I am hoping to set up a mail order software and hardware retailer/software developing company this summer which I have totally planned out but I need a more professional opinion on the hardware and software that I plan to use. The current set up consists of:

Hardware: Two A1200 Towers (or whatever is the better Amiga by Summer'96), one 1.2 GIG internal HD (Main Tower), one 540 internal HD (Tower No. 2), two Viper 28 MkII's with 8 Mb and a 40 Mhz FPU, two Sportster 288's, two Power CD drives, two extra A1200 internal drives (one for each tower).

Software: DOpus 5, DPaint 5, Photogenics, Vista Pro, Cinema 4D, Datachrome, Wordworth 5, Final Data, Final Calc, Blitz Basic, Devpac 3 and Term and cables.

I really need your professional opinion on whether these are the appropriate items for running a mail order company and for developing software. Also, I am going to use *Blitz Basic 2* for the programming, but will this suit games and serious software. If not should I learn assembler and then use the latest version of the *Devpac* series?

David Fowler
Tarnworth

Continued overleaf ➡


Although it was not designed to hold a 3.5-inch hard disk, the A1200 can take some of the new slim 3.5 drives – at a push.



Although the next generation of Amigas will be PowerPC-based the A1200 and A4000 will have upgrade boards as well.

1. There appears to be a software patch going around which claims to solve these problems. More news on that when it has been tested.
2. At the moment there are only rumours regarding new Amiga models. Although it would be soul destroying to see a high-spec low-price Amiga unveiled and in the shops the day after you bought an A1200 Magic Pack, there is little you can do expect wait... but whilst you are waiting you could be using the A1200.
3. The best possible Amiga is an A4000 with an 68060: but as this costs two and a half thousand pounds, the next best is an A1200. Those are the only models currently available.
4. To set up a mail order company you only need some advice from the Inland Revenue, an accounts package, a database package and a form from the Data Protection Act people. An A1200 with 4Mb of RAM, a hard drive and a printer which accepts self-adhesive sticky labels should suffice. And something to sell of course.

Setting up a software development company is something else altogether. Although I applaud your decision to support the Amiga, I would seriously suggest that you try and discover if you have any aptitude for programming in Blitz or any other language before spending a lot of money on kit.

A brief look though your shopping list highlights some interesting choices: why not get two 1Gb drives? The price difference between a 540Mb and a 1Gb is negligible. Why two modems? Why not one with a serial lead switch box? Why two CD-ROM drives and two internal (floppy?) drives? By networking the machines you could share these resources. It might be better adding an 68040 or 68060 card to one tower. Also, where is your hard disk backup hardware? Or your Internet access software? Or your Amiga programming reference manuals? Why two tower systems in the first place? An extra system is essential for serious debugging, but a native A1200 connected via a network like AmiLink might be better.

As far as the choice of development language goes, it depends on what sort of applications you plan on writing. Blitz is certainly good enough for games but C is more portable.

Sorry if this sounds negative, but I don't think you have thought your plan through very well and I wouldn't want to see you waste a considerable sum of money.

PARNET PROBLEMS

I have had a ParNet cable made for me by a local TV engineer, but when I run ParNet I get all the usual OK messages and then after about 15 minutes both computers lock up.

K. Preston
Lancashire

Something isn't working right. What computers and Kickstart are you using? Does anything happen prior to the lock-up? Make sure you have the very latest version of ParNet installed on both machines. More information needed... can't compute... can't compute...

READ/WRITE TOO

I have recently been having the following problems with these disks:
If I leave Workbench 3.0, DPaint 4 AGA, X-Copy Pro and any other disks that boot into Workbench straight away Write Enabled and switch off my Amiga at the power supply the disks seem to inherit a checksum error at block 1705, 1503 and so on.

It doesn't matter which disk I copy the above programs onto the same things happen.

Chris Rowley
Cleveland

It's hard to make out exactly what you are trying to say here – but the problems do sound like the work of a virus.

Switching the power off for a good minute or so will ensure that nothing can survive in memory and putting the disk tab to Write Disabled will stop anything evil from writing to your disks.

However, get hold of a Virus checking program as soon as you can.

It is also possible that your floppy disk drive is starting to fail and the head is drifting out of alignment. This will require the attention of a specialist I'm afraid.

BLITZ BOTHER

Help! I recently purchased a hard drive for my Amiga 1200 but I when I tried putting on *Blitz Basic 2* from one of your cover disks it would not work and I do not have the magazine anymore.

While it was reading I decided I couldn't get it working and switched off the computer. When I switched it back on it said "Not a DOS disk in device HDO:"

I have lost the manual and don't know what to do. Also I would like to know if it is possible to get the latest version of *Blitz Basic*. I have heard it is out but cannot find it anywhere and would like to get hold of it. Can you give me an address or something.

John Murray
Wirral

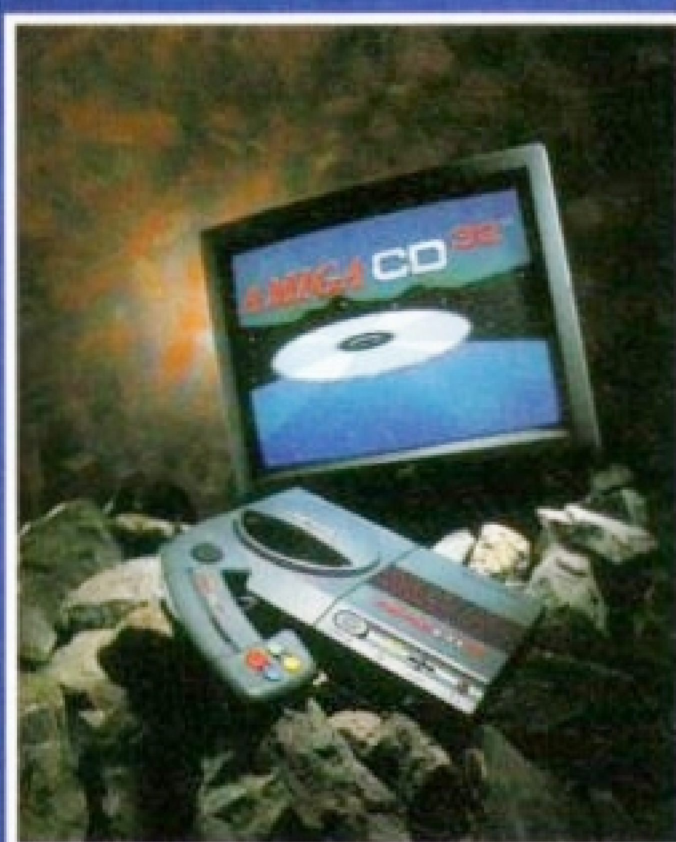
First mistake: you got rid of the magazine. You should keep your Amiga Format *for ever as they make an invaluable source of reference. The hard disk install routine works fine, at least it did on this machine and all the others we tested it on.*

When you switched off your Amiga it must have been in the middle of writing to hard disk and as a result it became corrupt. You will need to either reformat your hard drive (and so lose all the data stored on it) or use a disk repair program such as DiskSalve.

Another reason for keeping the magazine is that on page 19 of the last issue there is a special Readers Offer to get the full version of Blitz Basic 2.1 *including a ring bound manual for £24.99.*

Contact the AF back issues department or try grovelling to:
GuildHall Leisure,
Kirk Sandall,
Doncaster,
DN3 1QR.





SPECIAL SX

I own a CD32 with an SX-1 board. I would like to upgrade to a faster processor, but I don't know if the edge connector of the CD32 is the same with the trapdoor expansion found in an A1200. Is it a Zorro II connection? Finally, where can I find the drawings of the edge connector?

Nick K Kalogeras
Greece.

The edge connector on the CD32 is not the same as the edge connector on the A1200, nor is it a Zorro II slot. The CD32's connector is primarily for adding the FMV cartridge. Your best bet for technical information is to contact Amiga Technologies directly.

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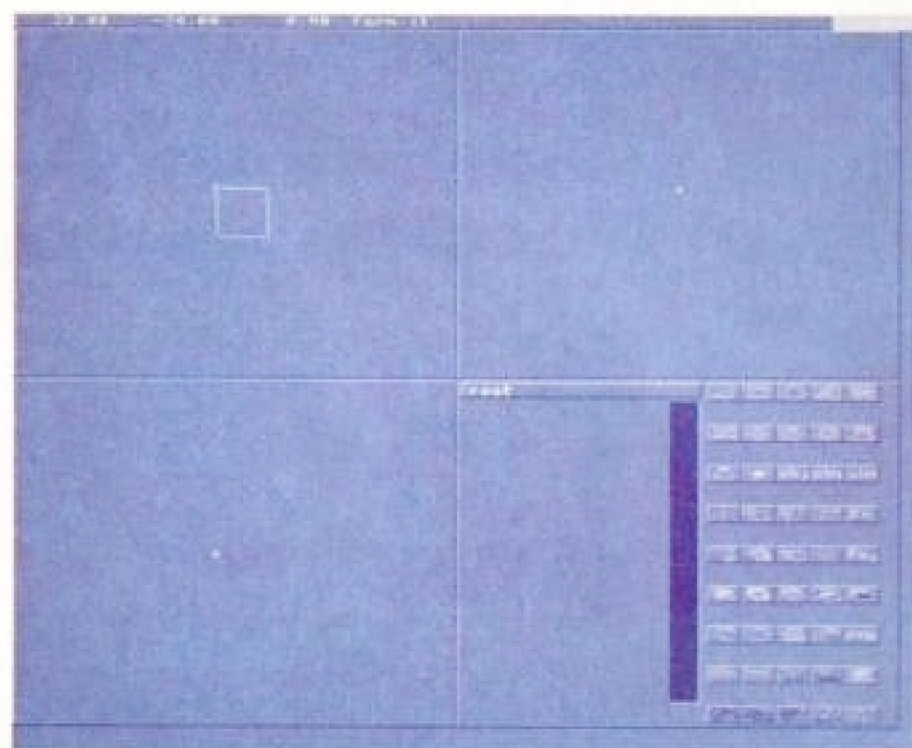
Real 3D Tutorial

Making your own objects can seem a little too much like hard work at times, which is why *Real 3D* comes with several tools to make your life easier. These tools help you construct objects by linking other primitives together for you automatically. *Real 3D*'s tools will not only save you a great deal of time, but your models will also be considerably more accurate than if you made them by hand.

You will find the tools in the **Creation** menu, and on selection you will also see a list of their associated hot keys. *Real 3D* has a list of icons at the bottom right of the screen, and these too are a quick way to gain access to the tools.

Tool: Rectangular Tube

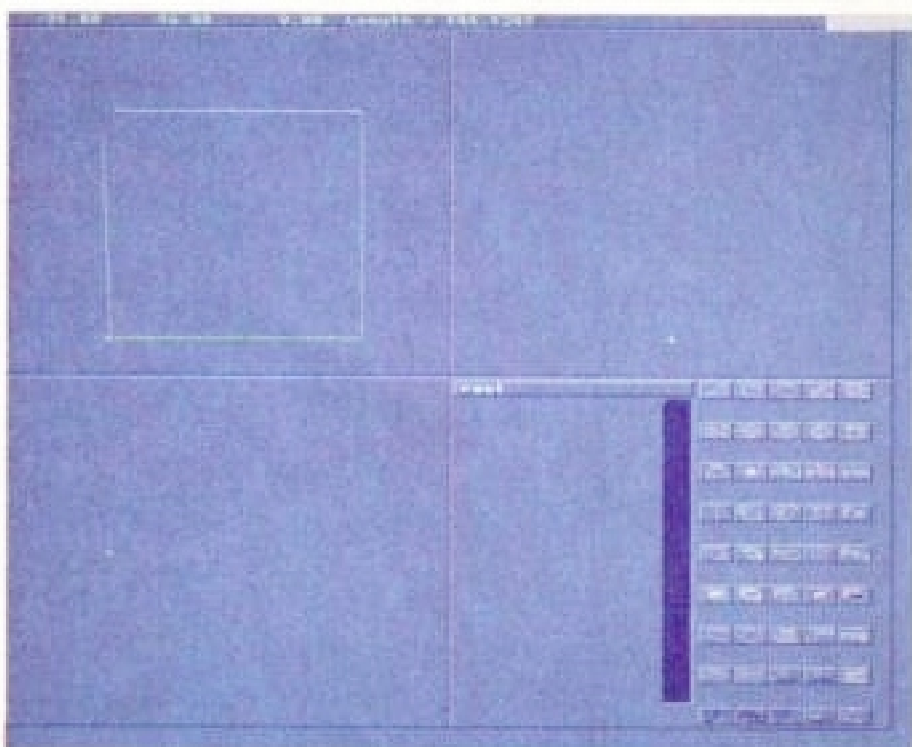
Hotkey: Right Amiga - c



The Rectangular Tube works in a very similar way to the Circular Tube, except that the cross section is a square and a cylinder is used at joints instead of a sphere. The Rectangular tube is very useful for creating hinges and other mechanical shapes.

Tool: Fence Hotkey

Hotkey: Right Amiga - v

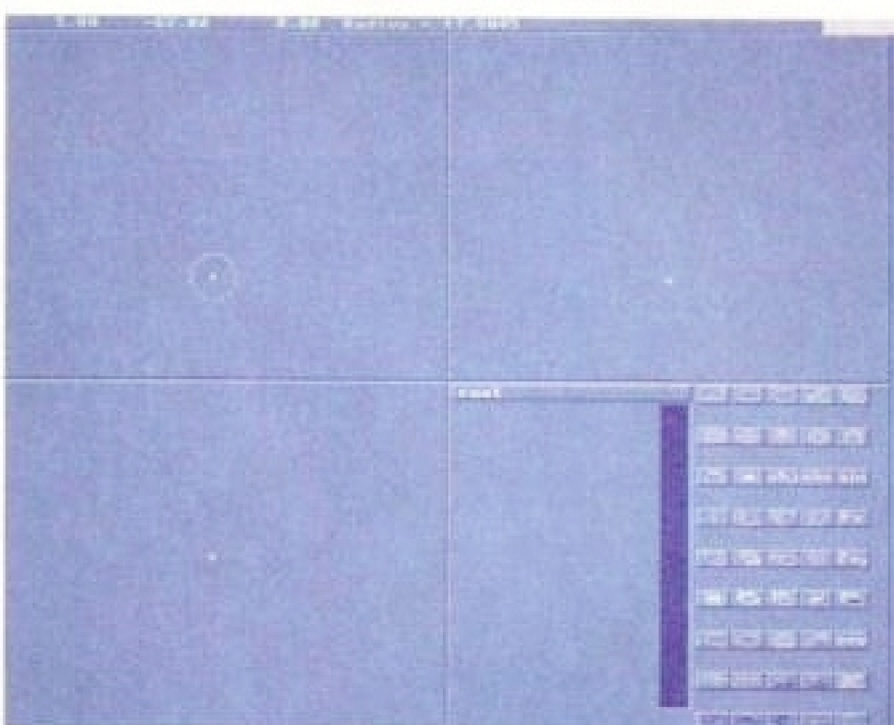


There are often occasions when you need to make several connected planes: for example, when defining the walls of a building. The Fence tool allows you to draw out an outline and then supplies the flat rectangles automatically. Trace out the shape and click on the right mouse button.

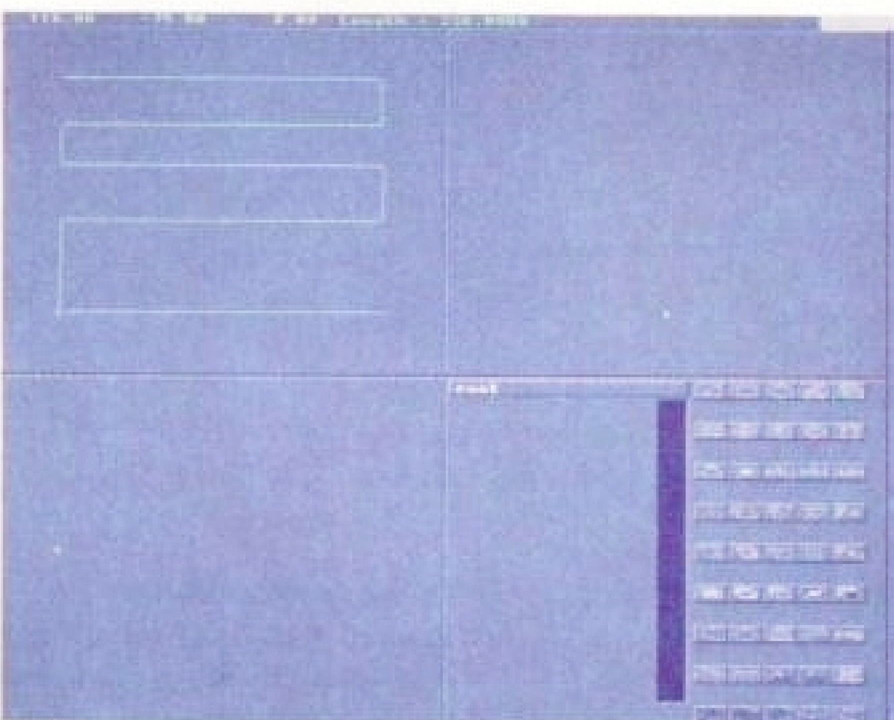
Tool: Circular Tube

Hotkey: Right Amiga - x

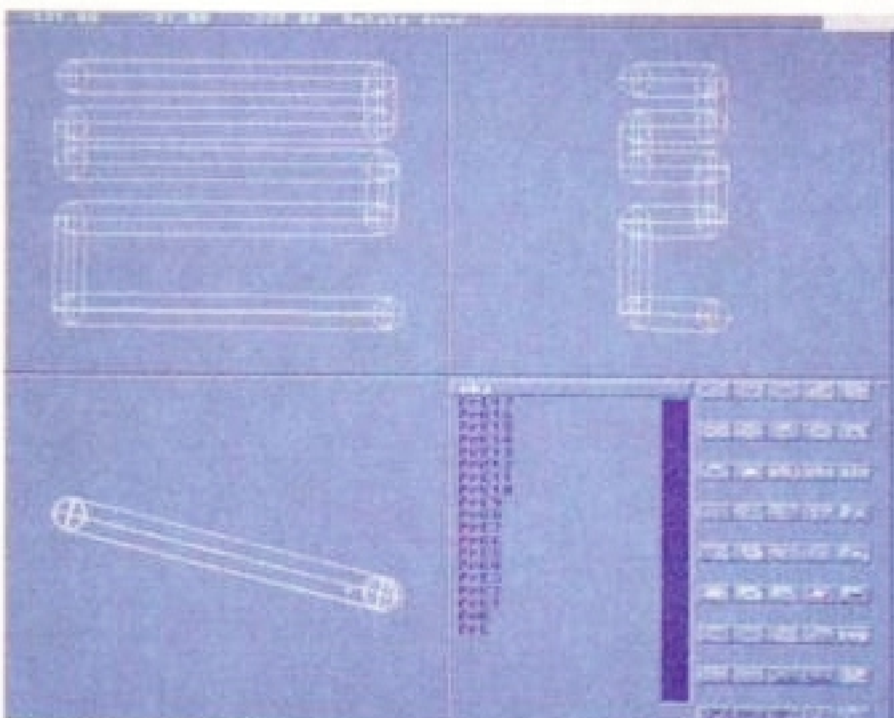
If you need to use a long shape with a circular cross section, this is the tool for you. The Circular tube is perfect for pipes, hoses and any other long tube-like shape. Each end of the tube will have a sphere present, as will any of the bends. You are free to delete any of these spheres as you see fit.



1 **Starting in the top left corner select the Circular Tube screen. Define the width of the tube by defining a circle. Click to start the circle, move the mouse, click to stop.**



2 **Now draw out the shape the tube will follow. Add one mouse click for every turn, and as before, click on the right mouse button when you have finished.**

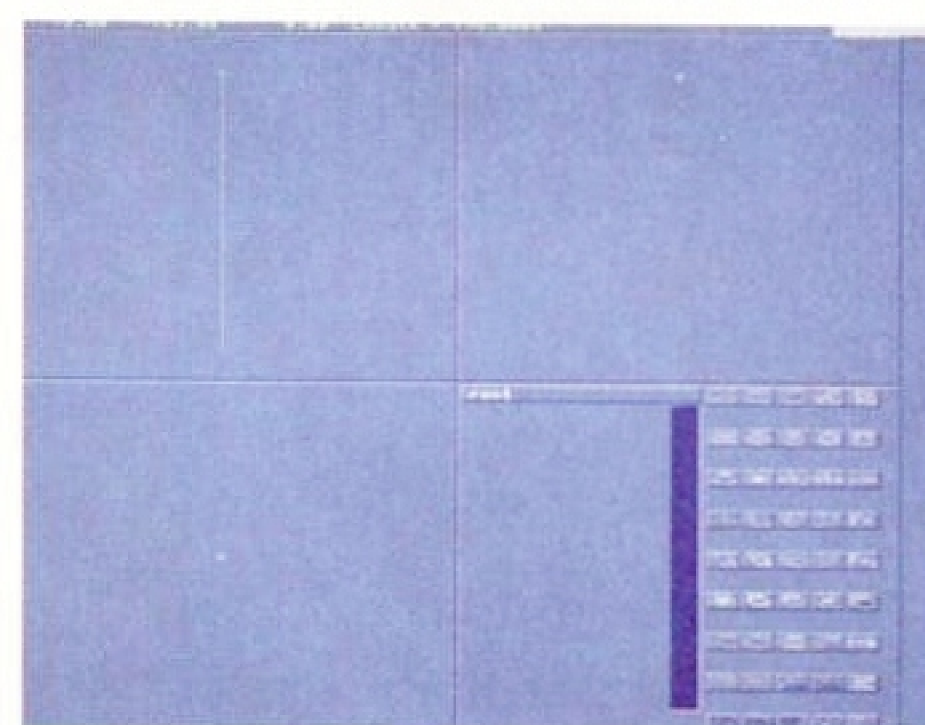


3 ***Real 3D* will now process the path you traced out, and make the tube follow it as best it can. Again, an object hierarchy will be defined and you can move or deal with any object within the hierarchy as you see fit. The tube will not be hollow, but solid.**

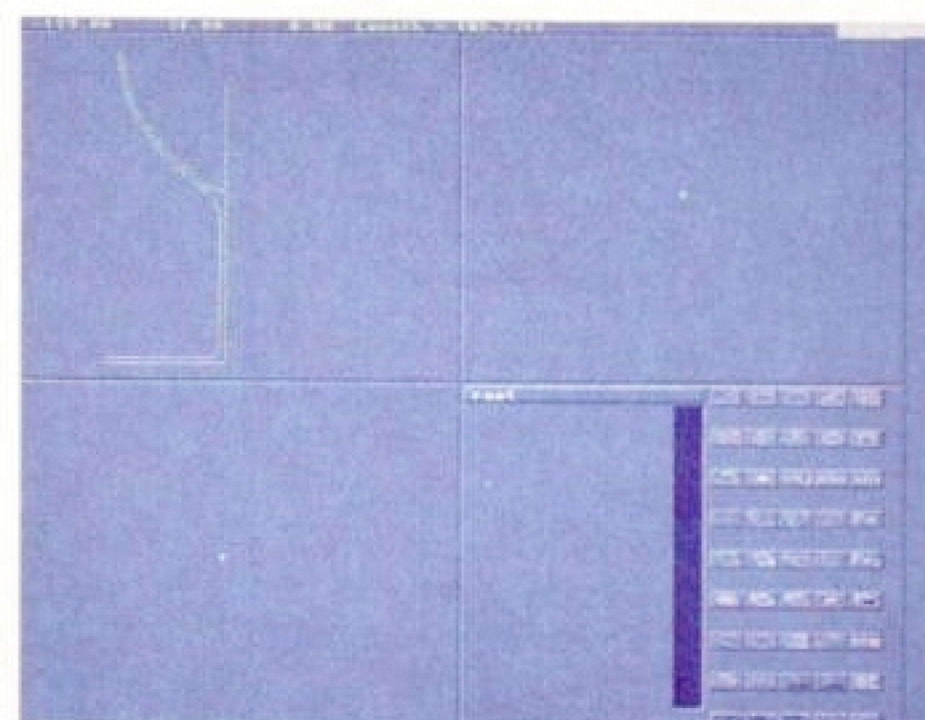
Tool: Lathe

Hotkey: Right Amiga - z

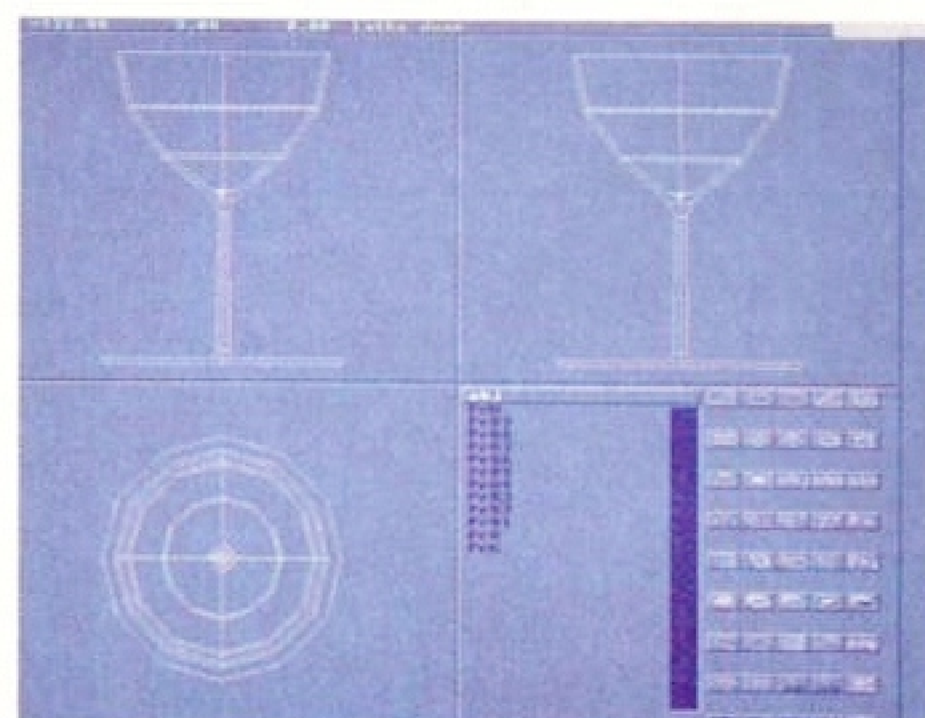
The Lathe is an excellent way of creating objects which are symmetrical around one axis. For example, the lathe can be used to quickly create drinking glasses, chair legs, bottles, pieces of fruit – almost anything which has a shape you could imagine carving out of a piece of wood on a virtual lathe.



1 **Start in the top left window. Select the Lathe. "Enter the spindle of the lathe" – the centre of the shape you define. Click to start, drag a straight line. Click again.**



2 **The message will change to "Use cutter". Define the key points by clicking on the outline of your object. Here, for example, is an attempt at a wine glass.**

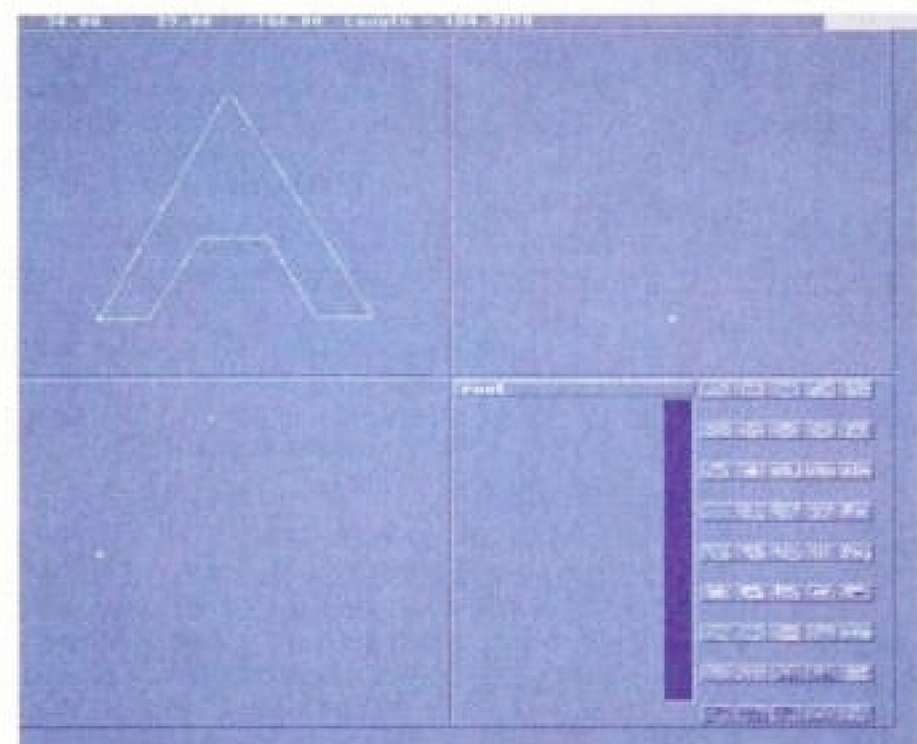


3 **When you have finished drawing the outline, press the right mouse button. *Real 3D* will spin the outline around the axis, creating a solid shape. If you examine the hierarchy you will see how an object has been defined containing lots of smaller objects underneath. If you wish you can edit each sub-part in turn.**

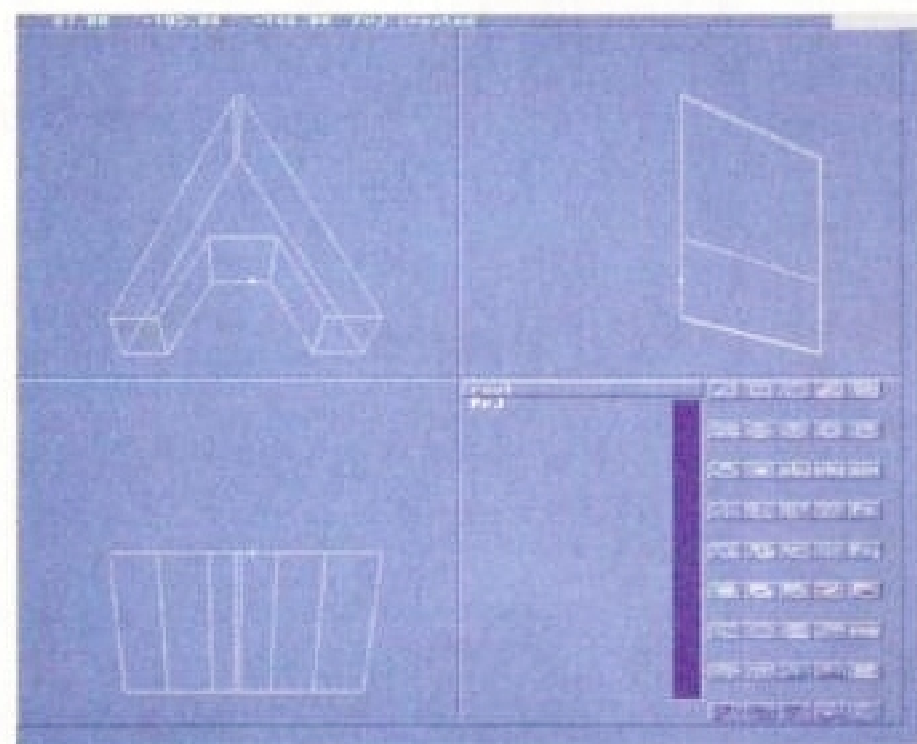
part 6

In another tutorial session John Kennedy shows you how to get the best out of all the Tools that Real 3D has to offer.

Tool: Polyhedron
Hotkey: Right Amiga - m

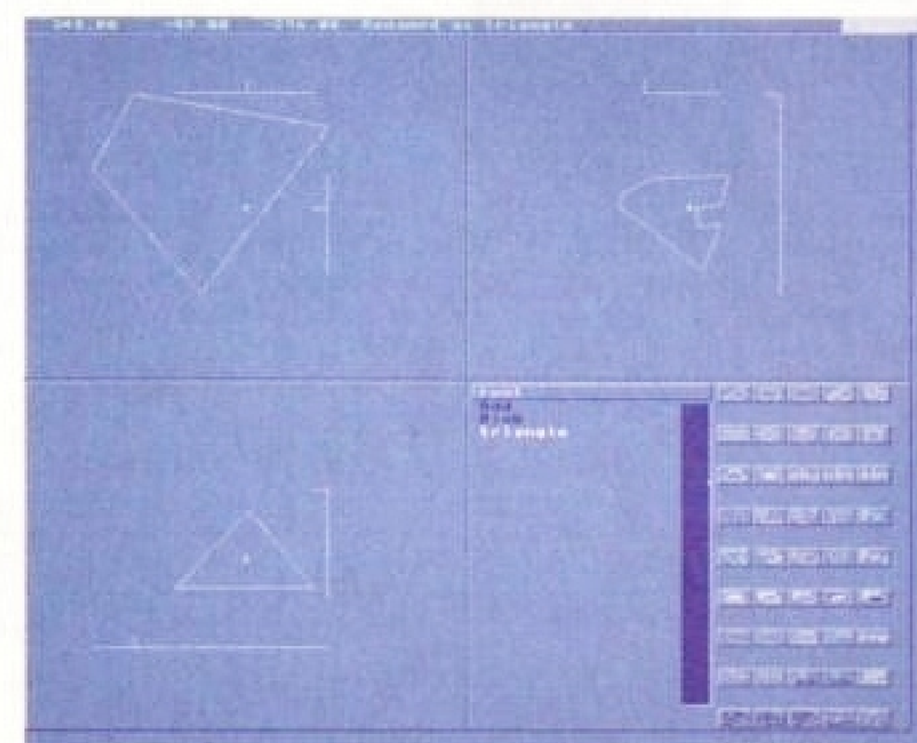


1 Like the Polygon Tool, the Polyhedron is used to create "odd" shapes. The difference is that whereas Polygons are flat (2D), Polyhedrons have depth (3D). Start by dragging out the outline as before.



2 You must then fix a new point, and drag out the outline to form the new size. In this way you can add depth to a flat outline and also define the "wedge-ness" of your new object. It's a great way to make interesting fonts.

Tool: Polygon
Hotkey: Right Amiga - n

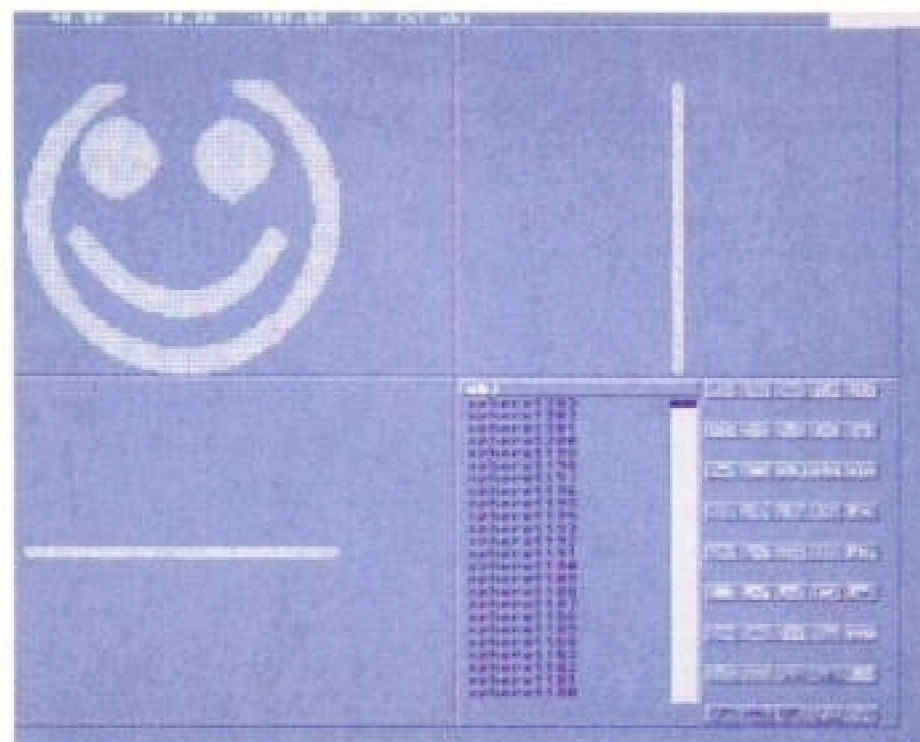


The Polygon Tool is used to create a flat shape. Sometimes you need a shape which is more complicated than a square, and that's when you use the Polygon Tool. You can create triangles, hexagons or any other shape you desire.

Tool: Pixel Tool
Hotkey: Right Amiga - b

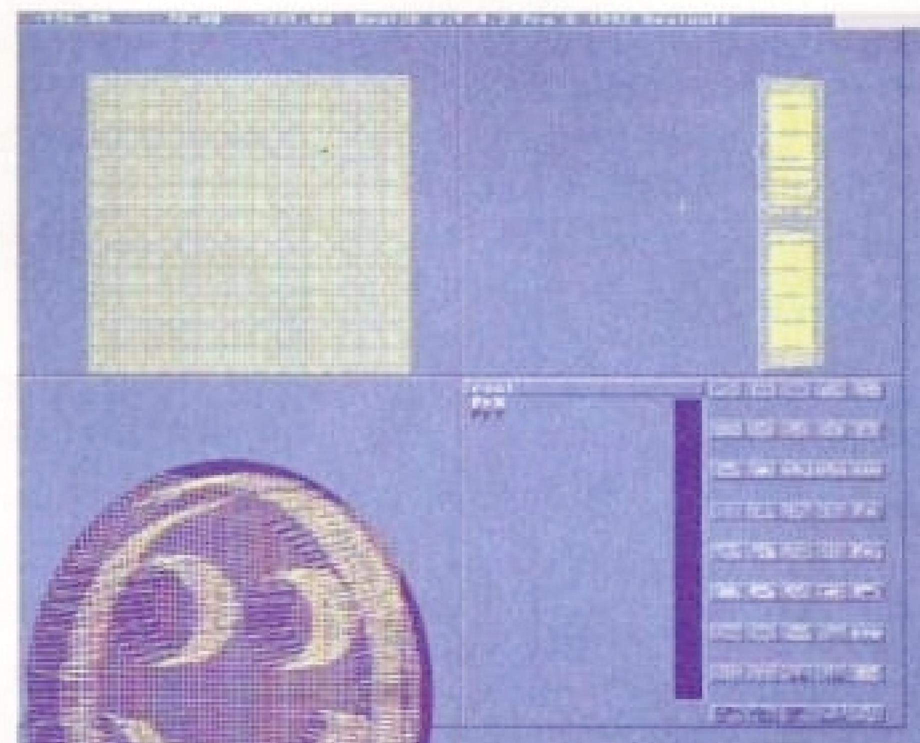


1 This is one of the more complicated *Real 3D* tools, but it can be great fun. You will need quite a bit of memory for best results. The Pixel Tool processes a normal, flat image and replaces each pixel in the image with a previously defined object. It works best with small images with bold detail. First of all, draw a simple image in your favourite art program and save it as an IFF. Keep it small and keep to two colours.



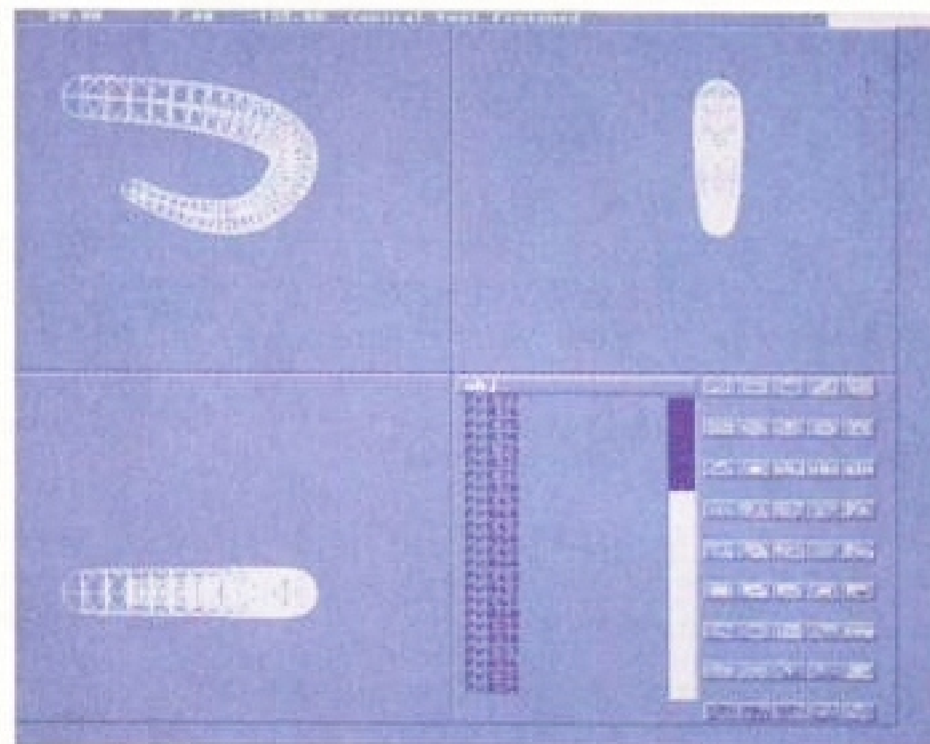
2 In *Real 3D*, create a tiny sphere object. Use the Pixel Tool and load an image – your drawing. Drag out a line the size of the window. Finally select the object to replace the pixels: in this case the sphere. Click on the name of the sphere in the object list window, and then OK. Your object will be created. If you see a memory warning, try a smaller IFF or smaller shape.

Tool: Pixel Tool 2
Hotkey: Right Amiga - g



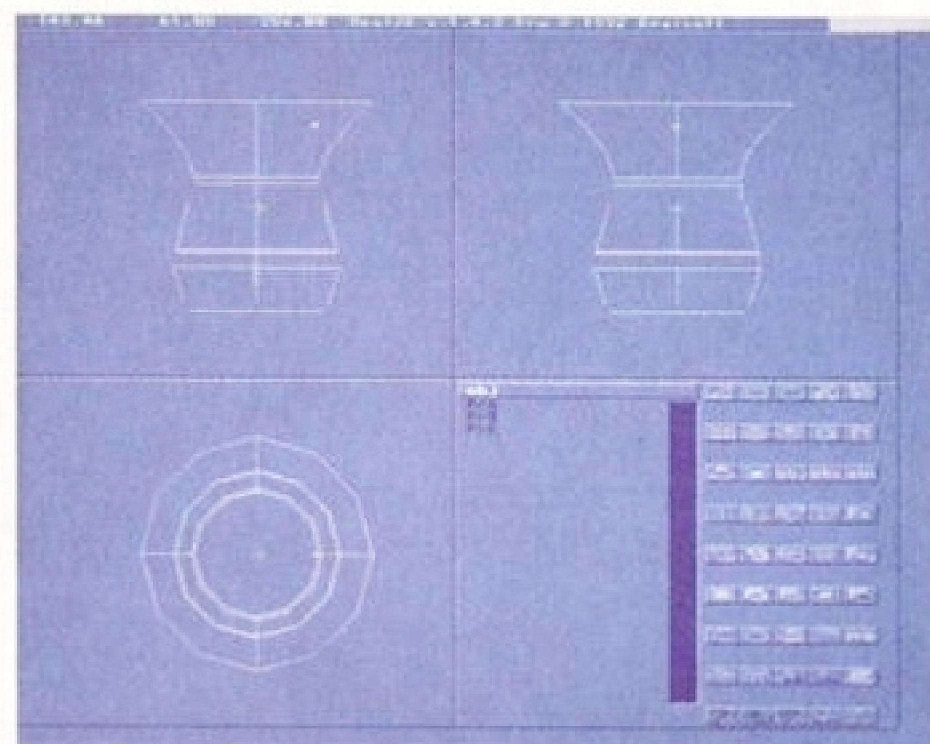
The second Pixel Tool takes an IFF image as before, but creates a series of objects itself – the height of the objects are defined by the colours in the image. The object can look like a mess of grid lines until you view it in 3D form in the Wireframe editor. This is another tool which takes a lot of work to get useful results from, but it is still very powerful. Keep to small images with few colours to get the hang of it.

Tool: Conical Tube
Hotkey: Right Amiga - k



Sometimes you need a more natural looking tube, and if so you should try using the Conical Tube tool. When you use it, you will be asked to draw a few circles – dot some around the top left window. You will then need to enter the number of sub-divisions. If you enter a large number, say 10, *Real 3D* will use a large number of objects (spheres and cylinders) to make your shape. A smaller number, say 1 will give a more "rough and ready" object.

Tool: Lathe 2
Hotkey: Right Amiga - j



The second Lathe tool is a lot more weird than the first. It starts with the usual axis definition, but it then allows you to define a starting direction for your outline. The shape is then built up using curves, until an approximation of your object has been defined. It takes a lot of practice to get it right, although you can create some excellent shapes. Notice that although the object appears to be in sections, this isn't how the final object appears.

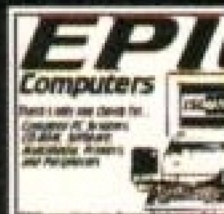
CONCLUSION

As we've seen, *Real 3D* offers many ways of creating your own objects with minimum fuss. It pays to sit down and experiment with each in turn. Remember that each object created by a tool is a "composite" and consists of many individual objects. Each of these objects can be edited by itself: colours and materials can be altered, or the object can even be resized or removed.

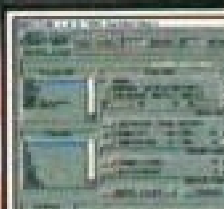
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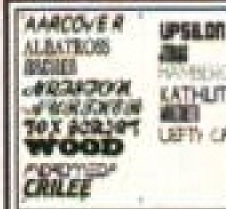

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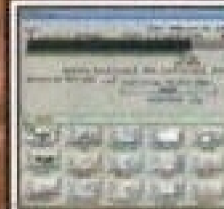

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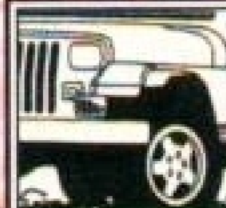

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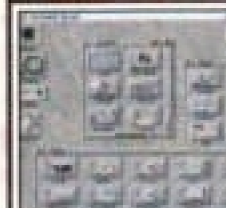

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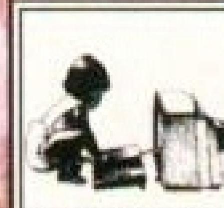

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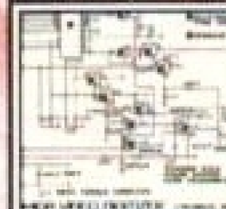

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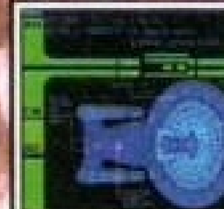

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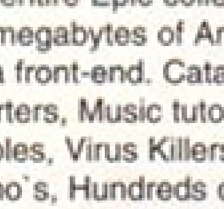

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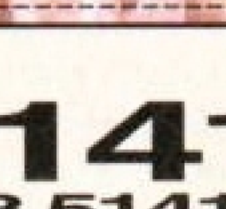
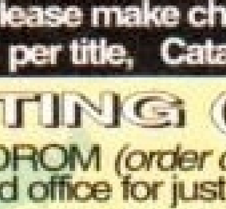
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Back to BASIC



In the first of a new series taking you through the features of the excellent *Blitz Basic* coverdisk, John Kennedy goes back to the beginning to explain a little bit about basic Blitz programming, and how *Blitz Basic* works.

Blitz Basic is based on the BASIC language, which takes its names from "Beginners All Purpose Instruction Code". BASIC was designed to be easy to use for the beginner, and yet capable of writing powerful applications. Blitz builds on BASIC by adding many new commands: not only commands for controlling the Amiga hardware, but commands for new datatypes, pointers and arrays.

Don't worry if you don't know what those features mean, because they will be explained soon enough. Let's start with the basics. Load up *Blitz* and type in the listing as shown below (Listing 1).

This program will print out ten asterisks on screen using as many different techniques as possible. The fact that there are so many ways of doing the same thing can put a lot of potential programmers off as they may think there is a "right way" and a "wrong way". In fact, there are simply lots of different ways.

```
NPrint "Printing Stars"

NPrint ""
NPrint "Method 1"
Print "*":Print "*"
Print "*":Print "*"
Print "*":Print "*"
Print "*":Print "*"
Print "*":Print "*"

NPrint ""
NPrint "Method 2"
For a=1 To 10
  Print "*"
Next a

NPrint ""
NPrint "Method 3"
a=1
While a<=10
  Print "*"
  a=a+1
Wend

NPrint ""
NPrint "Method 4"
a=1
Repeat
  Print "*"
  a=a+1
Until a>10

NPrint ""
NPrint "Method 5"
a=1
.loop
  Print "*"
  a=a+1
  If a<11 Then Goto loop

NPrint ""

MouseWait
End
```

Listing 1

The task is to print ten asterisks on the screen, and the first method does it in the most obvious way – using ten print statements. Remember that the difference between NPRINT and PRINT is that NPRINT takes a new line.

NPRINT (and PRINT) must always be followed by something, and so you'll see inverted commas with no text in between them used to take a new line.

The colon (:) is used to combine different lines into one. It's purely optional and you are under no obligation to use it. There are times when it is useful and we'll see an example later. The second method uses a structure called a FOR/NEXT loop.

A FOR/NEXT loop causes a variable, in this case denoted by the letter "a", to take several values – in this case starting at 1 and ending with 10. Whatever is between the FOR and the NEXT will therefore be repeated ten times. You can put the name of the variable after the NEXT statement if you like, but it is not compulsory. You can see the value of "a" changing, if you change the line:

```
PRINT "*"
```

to read:

```
PRINT "a"
```

instead.

You are free to choose most combinations of letters as variable names (as long as they are not the names of commands). You can also force the variable to jump in steps larger than one through the loop. For example, try altering the FOR statement to each of these in turn:

```
FOR a=1 TO 20 STEP 2
FOR a=1 TO 100 STEP 10
FOR a=10 TO 1 STEP -1
FOR a=100 TO 1 STEP -10
```

Inside the FOR loop will always be executed ten times, but the values "a" will take will differ. This is why FOR/NEXT loops are extremely useful, because the variable (called the index) can be made to assume all kinds of values.

You can also "nest" FOR/NEXT loops by putting one loop inside the other, like this:

```
FOR a=1 TO 10
    FOR b=1 TO 10
        PRINT "*"
    NEXT b
NEXT a
```

As the loop using the variable "b" is inside the loop using the variable "a", the entire inner loop will be repeated ten times. This means that the PRINT statement inside both loops will be repeated 100 times.

The third and fourth method for printing the stars uses commands similar in some ways to FOR/NEXT. The commands form two more kinds of loops: WHILE/WEND and REPEAT/UNTIL.

These commands don't automatically assign a start value to a variable, nor do they automatically increment (or decrement it), so you have to remember to do that yourself.

The main difference between them is that the WHILE/WEND loop has the test for ending the loop at the start, while the REPEAT/UNTIL loop keeps the test until the end. It's a subtle difference but it can make a lot of difference.

The WHILE/WEND also continues looping until a condition is false, whilst

Continued overleaf ➡

```
; Example 1

For a=1 To 10
  If a=5 Then Print "A has reached 5"
  If a=11 Then Print "A has reached 11"
Next a

NPrint ""
NPrint ""


; Example 2

NPrint "What is your name?"
a$=Edit$(40)
NPrint "Hello ", a$
If a$="John" Then Print "Hey, that's my name too."

MouseWait
End
```

Listing 2.

the REPEAT/UNTIL continues looping until a condition is true.

You should try different values of "a" to see what is happening inside the loops. Notice how the test for the WEND includes a "less than or equal to" sign, whereas the UNTIL uses a "greater than".

The last method for printing the stars is the least subtle: the old-fashioned GOTO statement. We combine GOTO with the IF/THEN structure to make our own form of REPEAT/UNTIL.

The GOTO will jump immediately to the point in the program where the label has been defined. Labels are defined by starting their name with a full-stop.

GOTO statements are frowned upon as bad programming practice, as they can make larger programs difficult to understand and follow. If you can, try and manage without them and use WHILE/WEND and REPEAT/UNTIL instead.

IF ONLY...

The IF/THEN statement on the other hand is incredibly useful and you'll use it every time you want your program to make a decision. For some examples of when you might use IF/THEN, see the listing at the top of the page (Listing 2).

The first example is the FOR/NEXT loop in action again. We wait inside the loop, checking the values that "a" has reached. If it reaches a value of 5 or 11 then a suitable message is displayed – hopefully it will never reach 11 or something strange is going on!

STRING VARIABLES

The second example uses a different sort of variable, one which holds text rather than numbers. When you run the program you will be asked to enter your name. This is then displayed, and then checked to see if it happens to be "John". If it is, another message is displayed.

The IF command has several options for more advanced programs, some of which leave out the THEN and use ENDIF instead. These cases are when you want to include a lot of things if the condition is met. Here's an example:

```
IF a=5
        NPRINT "Yes, A is now 5"
        NPRINT "I've waited a long"
        NPRINT "time for that"
        FOR b=1 to 10
                PRINT "*"
        NEXT b
ENDIF
```

Sometimes you want to perform an action if the condition is not met. In these cases you can use ELSE, like this:

```
    IF a$="John"
            NPRINT "Wow, that's my name too!"
    ELSE
            NPRINT "Pleased to meet you. My name is John"
    ENDIF
```

Of course, perhaps the most obvious way of printing the stars is missing: one single print statement like this:

```
    Print "********"
```

SNAZZY GRAPHICS

Let's put our new found FOR/NEXT loop talents to work with a little program that serves no real useful purpose. Type in listing 3, as shown at the bottom of the page.

When you run it, you should be rewarded with a lightning fast display of lines, circles and boxes – not a little unlike the picture beside the listing in fact.

The program starts with some gobbbledegook for setting up the screen display. Don't worry about it for the moment, as we'll come back to it. However, the rest of the program you should be able to work out.

The only "magic" commands are WLine, WCircle and WBox. These are the Window based routines for drawing lines, circles and boxes – remember that by locating the mouse pointer over them and pressing HELP you will be given a hint as to how they work.

NEXT MONTH..

If you can wait that long, you'll find more programming hints plus a look at some of the amazing graphics features which make Blitz such an incredible language.

```
; Make Patterns!
FindScreen 0
Window 0,0,0,320,256,$1000,"Tutorial Window",1,2

; Lines

For x=1 To 320 Step 4
    WLine x,256,0,0,1
    WLine 320-x,0,320,256,2
Next

; Circles

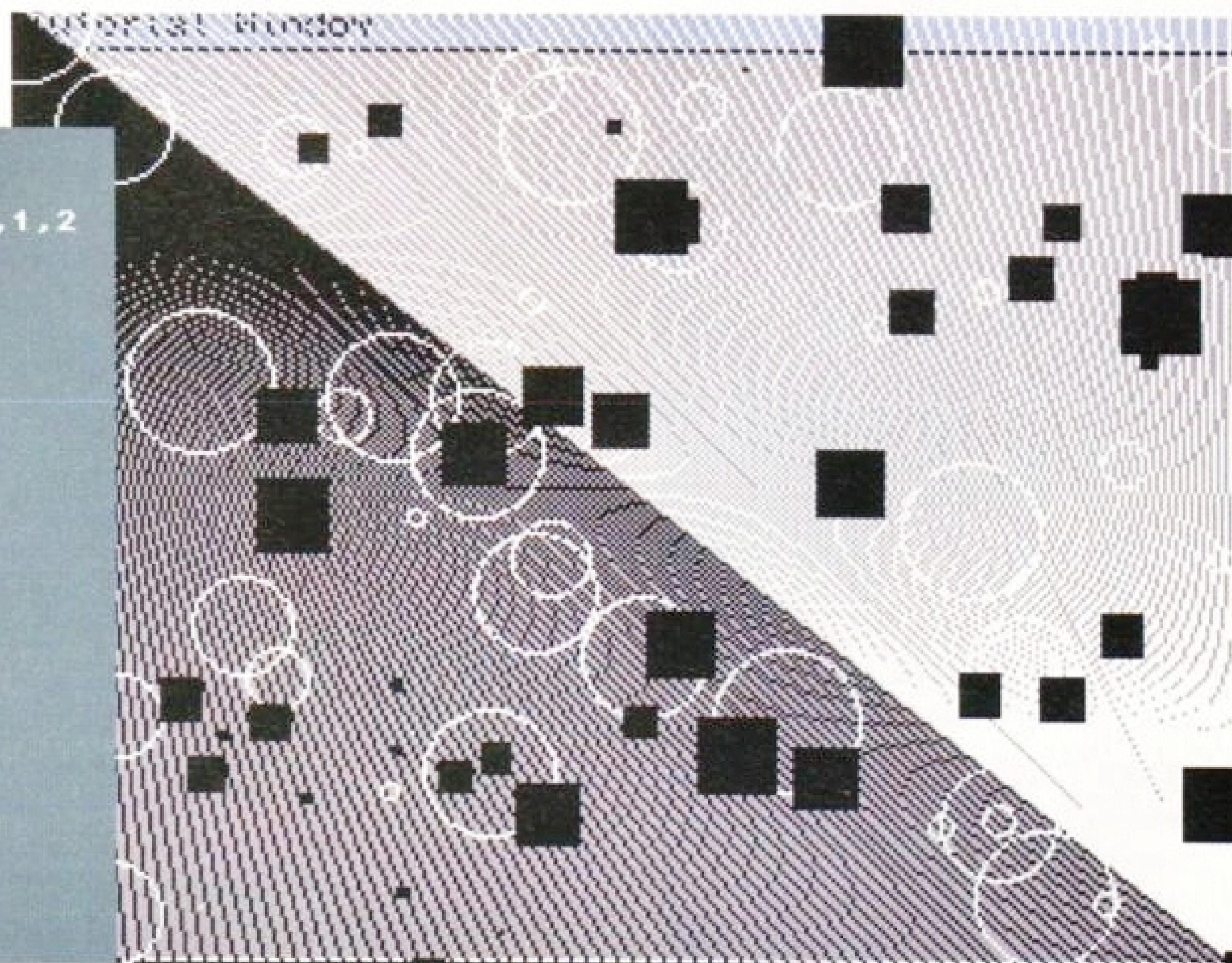

For a=1 To 50
  x=Rnd(320)
  y=Rnd(256)
  r=Rnd(20)
  WCircle x,y,r,2
Next

; Boxes

For a=1 To 50
  x=Rnd(320)
  y=Rnd(256)
  s=Rnd(20)
  WBox x,y,x+s,y+s,1
Next

MouseWait
End
```

Listing 3.



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Weaving your own

Now that the world and his granny (and her dachshund and his friend Fritz) have their own homepages on the Web, Darren Irvine offers a few tips on getting started with HTML.

The World Wide Web is full of rubbish. You've probably noticed this yourself and thought "Just wait until I get my own homepage up there – that'll sort it out nicely." Of course, what you'll probably end up doing is adding to the sum total of rubbish on the Web – the least I can do is make sure you turn out some well-designed rubbish.

Before being displayed by a Web browser, HTML documents themselves are plain ASCII text, and can be created using any common or garden text editor. An HTML document contains special HTML formatting codes known as "Tags" which are used by the browser viewing the document to format what appears on screen. These tags are used to determine things like what font text should appear in and also for including links to other pages and graphics files.

1. Creating a new Page

Using a text editor, create a file called something like TEST.HTML, and put the following text into it (note that you must include the angle-brackets around each tag):

```
<html> My Astonishingly Good Web Page
</html>
```

The <html> and </html> tags denote the start and end of HTML coding. Save this page and load the file into AMosaic – lo and behold your first rubbish Web page.

2. Adding Text and Lines and things

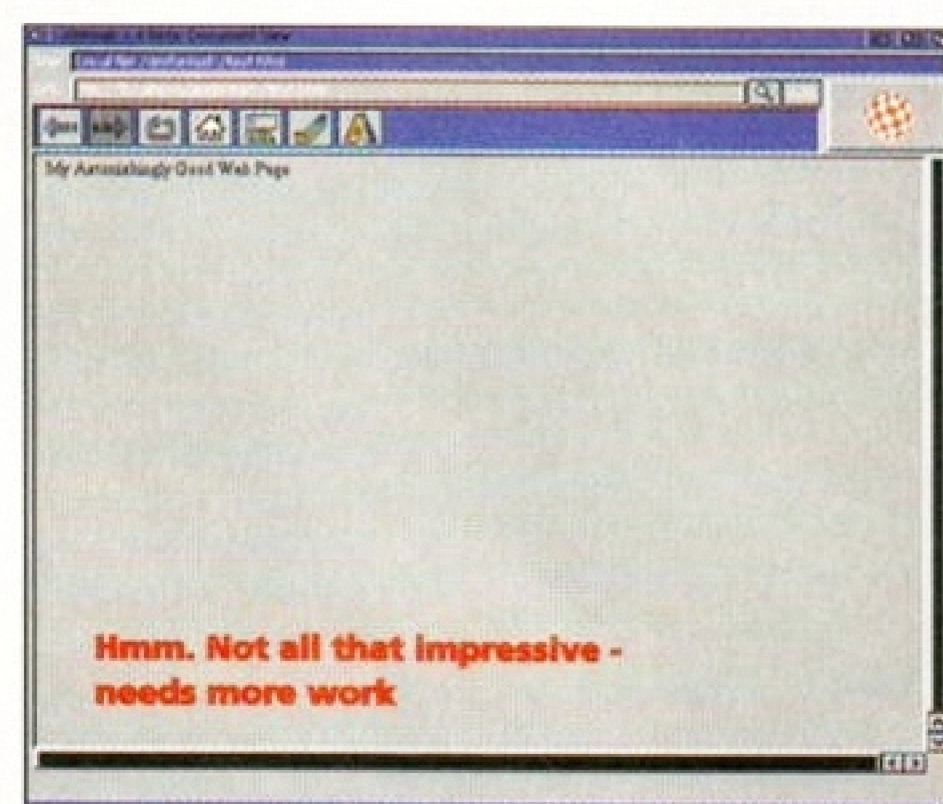
Let's add a bit more to it – minimilism is all very well and good, but there is a bottom limit. Note that HTML doesn't respond to blank lines directly – to insert a blank use the <p> tag, and to simply start text on the next line use
. You can also change the appearance of the text using the following tags:

On Tag	Description	Off Tag
<h1>	Text Size 1 (very large)	</h1>
<h2>	Text Size 2 (large)	</h2>
<h3>	Text Size 3 (medium)	</h3>
<h4>	Text Size 4 (medium-small)	</h4>
<h5>	Text Size 5 (small)	</h5>
<h6>	Text Size 6 (very small)	</h6>
	Bold	
<i>	Italic	</i>
<u>	Underlined	</u>
<tt>	Typewriter (monospaced) font	</tt>
	Emphasis	
	More Emphasis	
<pre>	Don't Format	</pre>
<hr>	Insert Horizontal Line	
 	Line Break	
<p>	Skip Line	

Change TEST.HTML to contain the following:

```
<html>     My Astonishingly Good Web Page
<p>        This is on a new line and this isn't    <hr>
<b><h1>    This is Big & Bold                 </h1></b>
<hr> <i>   This is a bit smaller and in italics    </i>
<p> <h6>   This is very small text which has
<b>        this bit </b> in bold </h6>
<hr> <em>  This is supposed to be emphasised
           but just looks italic
                                          </em> </html>
```

Now save this document and reload it into the browser – note that AMosaic doesn't handle some tags such as <em> properly.



Hmm. Not all that impressive - needs more work



Now we're talking. Look at this for the basis of an impressive homepage

RUMOUR MILL

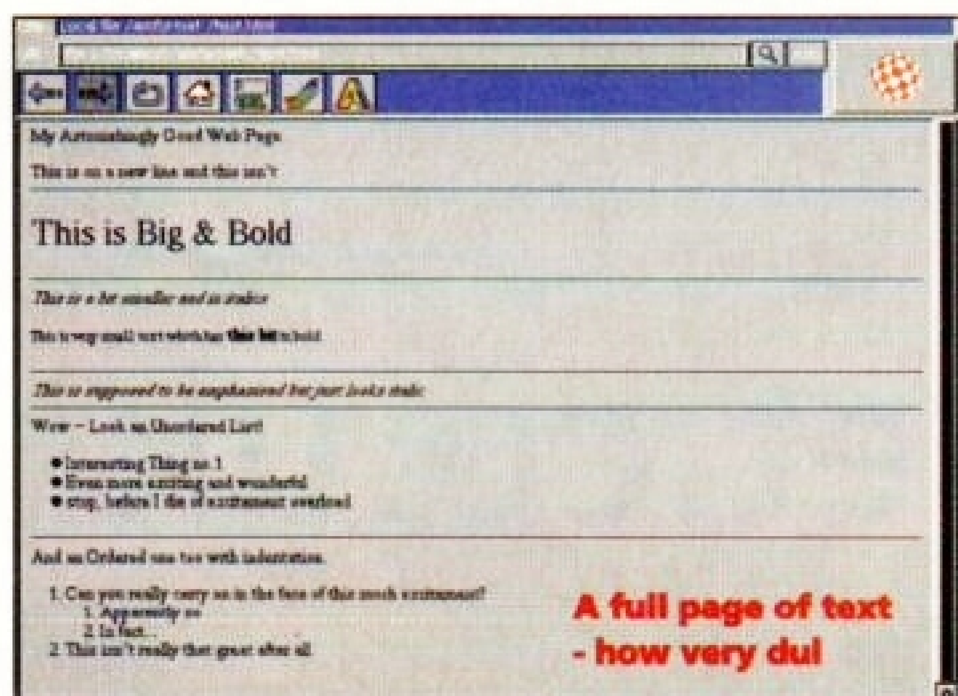
It's been strangely quiet on the scurrilous rumours front since the festive season, but now a bright new star is among us. It's too early to lay the honour for this particular piece of misinformation at any one persons feet, but worry not for the Rumour Mill team will root them out and hound them individually as is only fitting.

The fact is (allegedly) that the Windows 95 startup logo (you know the one with the nice fluffy clouds and all) contains hidden subliminal images that can be extracted using the sort of high-level processing techniques available to major intelligence agencies world-wide.

Rumour Mill has seen several of these so-called "extracted" images, and can report that they are all horrific, and if true reveal a hitherto unsuspected world-wide conspiracy.

The only image that can be described in these pages is one of a monstrously deranged Bill Gates clutching a CD-ROM in his left hand as if tempting passers-by. Bill is surrounded by all the minions of Beelzebub and various other assorted CacoDaemons, and the whole thing is superimposed with a Win95 logo. Horrible.

For legal reasons, not to mention reasons of taste, this image cannot be reproduced in *Amiga Format*.



A full page of text - how very dul

JARGON

Daemon – A program that runs as a background process and makes services or files available upon request.

HTML – HyperText Markup Language. This is the language used to specify the content and format of individual Web pages.

HTTP – HyperText Transfer Protocol. The mechanism used to pass HTML Web pages across the Internet.

URL – Uniform Resource Locator. Any file on the Internet can be identified by its URL. The first part specifies the transfer protocol needed to access the resource. The second part is the Internet address of the server on which the file can be found. The final part is the directory in which the file can be found, plus the actual filename itself. Thus a hypertext file "test.html" that can be found in the directory "/pub/internet" on the server "plasma.thegap.com" would have the URL:
http://plasma.thegap.com/pub/internet/test.html

3. Lists of Things

As well as text, you can get HTML to format lists for you. The main list formatting tags are:

	Unordered List	
	Ordered List	
	List Item	

Try adding the following to the text in TEST.HTML (just before the </html> tag of course):

<hr>	**Wow - Look an Unordered List.**	
	Interesting Thing no.1	
	Even more exciting and wonderful	
	stop, before I die of excitement overload	
<hr>	**And an Ordered one too with indentation.**	
	Can you really carry on in the face of this much excitement?	
	Apparently so	
	In fact...	
	This isn't really that great after all	

As before, save the document and reload it into AMosaic. Note that the indenting in these examples is only for the sake of clarity, and is actually ignored by HTML – the displayed results would be the same without it.

4. Images - Time for Real Excitement

Even small images can make a big difference to the overall look and feel of a Web page, so it's time to say a big "howdy-doody" to the "<img>" HTML tag

Of course, you'll actually need to have some graphics files in GIF format to include them in your page, and it keeps thing simpler if they are in the same directory as the HTML document itself. If, for example the graphics file that you want to include on your page is called TEST1.GIF, create a new file TEST2.HTML containing the following:

<html> Look, a Picture! <p>
<imgsrc="test1.gif"> </html>

The results will obviously depend on what exactly your GIF file contains.

5. Adding Links

Without links, HTML would be nothing more fancy than a poorly specified page description language. Fortunately, adding links to your documents is extremely simple. The most basic form of hypertext link is to another location within the document that you are viewing. These are achieved using an "anchor" point and a "link". Add an anchor point as follows.

Start with a document that you created last month (the one with the picture) and import a fairly largish (say 3 or 4 pages) piece of text, just to see how things work. Remember to insert a
 tag anywhere you want to force a line break. Near the bottom add the following tag:

** I'm a link anchor**

Somewhere else in the same document, near the start, add a link to the anchor that you have just created as follows:

** Click me to jump to the bottom"**

The hash ("#") sign here is important – it designates that the link is internal to the current document. The text added between the tags is highlighted in a different colour indicating that something interesting might happen if you click on it.

6. External Links

If you had left out the hash in the previous example, your browser would have attempted to look for a file in a directory called http: called "target" – to get links like this working on your Amiga you will need to install a program called "httpd" which is available from Aminet. HTTPD is a "daemon" program that makes HTML documents available from your Amiga to any Internet user, including yourself.

There's no reason why the links contained in your documents must be to other HTML files on your own machine – you can just as easily add a link to a site anywhere else on the Internet. For instance, if you wanted to add a link to the Yahoo search site, include a line similar to the following in your document:

Click here to link to Yahoo

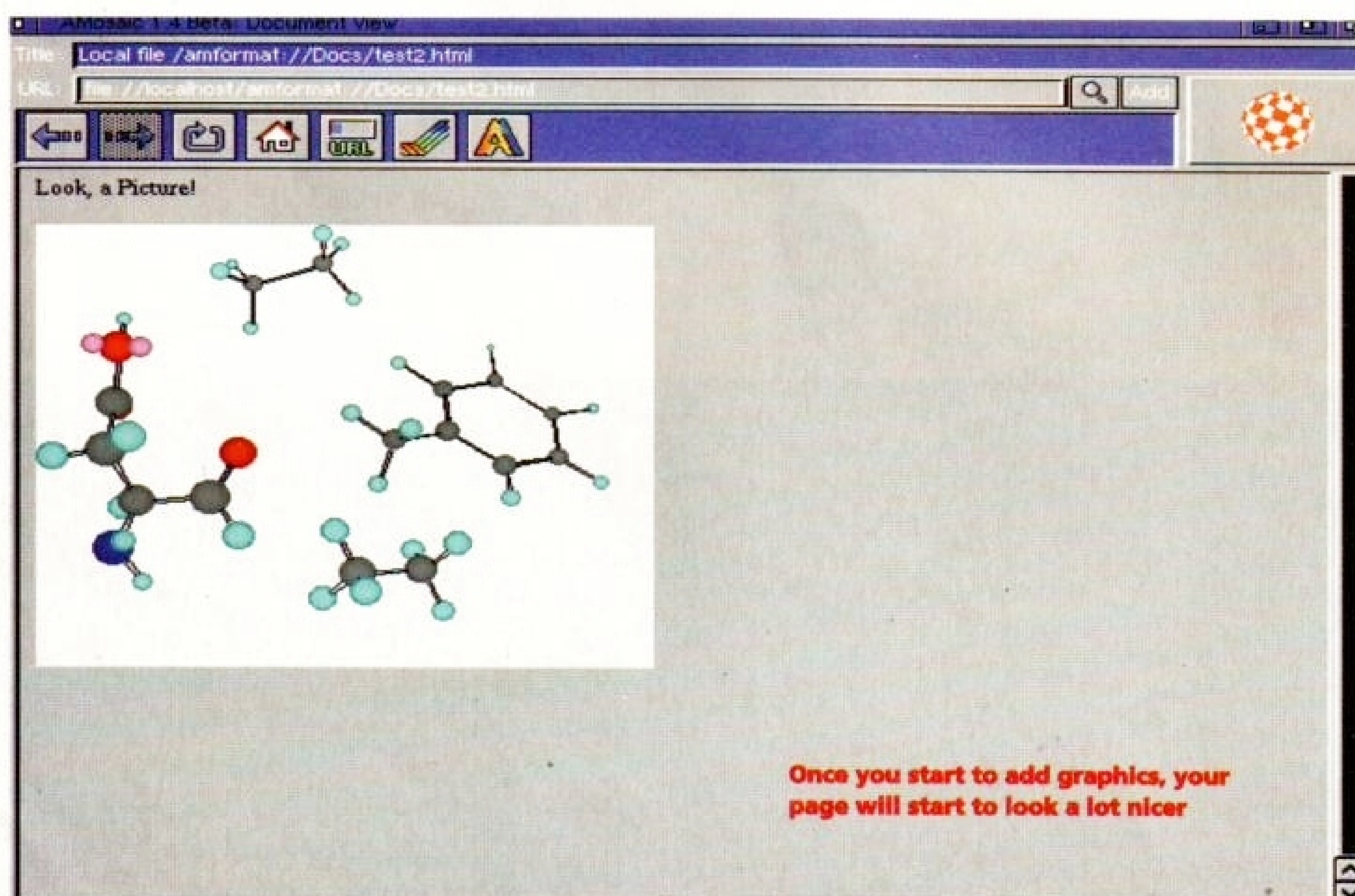
Now when you click on this link (providing you are actually connected to the Internet) you'll move straight from your local pages to Yahoo.

Web Design

The best way to get your pages looking smart is to take a look at some existing pages that you like, and shamelessly rip them off – save the pages in HTML format and edit them to include your own text and graphics, while keeping the feel of the original.

Try to make your pages as well organised as possible – just because you know where a particular link is likely to go doesn't mean someone browsing from the other side of the planet will be equally sure. If you indent your pages to be viewed by users with slow modem links, or if you yourself are connected to the net via a slow modem, try to go easy on graphics files, as overuse can make downloading a page take forever and just because HTML supports a wide variety of text formats doesn't mean you should feel obliged to use them all. Multiple text styles per page simply looks amateurish.

Darren Irvine can be reached at:
email darren@plasma.thegap.com fido 2:443/13.18



Once you start to add graphics, your page will start to look a lot nicer

FINDING MORE OUT

There are a number of sites on the Web that have some useful information for the budding Web-Wizard. Check out the following URL's:

University of Washington Web Developers Page:
http://www.uwtc.washington.edu/Computing/WWW/ UWWeb.html

Netscape Home Page - although AMosaic doesn't yet support the extra HTML codes handled by Netscape, this page does have some useful links to HTML design resources:
http://www.mcom.com

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A1200 with 1220/4, '020	5.05
A1200 with 1230-IV, '030 & 4Mb	9.91
Standard A4000, '040	19.10
A1200 with 1260, '060 & 4Mb	37.40
A1500 /2000 with 2060, '060 & 4Mb	37.40
A4000 with Cyberstorm, '060 & 4Mb	39.85

Figures shown are in MIPS and taken from comparative performance tests using SysInfo standards (1230-IV, 1260, 2060 and Cyberstorm ratings use 60 Nanosecond SIMMs).

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Blizzard products have always been at the forefront of the Amiga accelerator market and we were the first to launch 68060 boards with the amazing performance they bring. Since that launch, there have been shortages of 68060 Motorola CPUs and production output has fluctuated. Although supplies of these chips were expected to be fully on line by now, Motorola cannot meet the demand. We are assured however that by the early part of 1996 Motorola will be in a position to fulfil the market's needs and hence, Blizzard product delays (which are beyond our control) should disappear. Until then you may well ask...

Should I be tempted to buy on '040 instead?

Well, when the Blizzard '060s can be **Two or Three** times as fast yet cost as little as 25% more, why buy an '040 which offers a far lower price to performance ratio! When we considered the possibility of producing an "interim '040", we decided it was not a product worthy of development. The facts are simple, if YOU want the **FASTEST** Amiga, a 68060 is the ONLY way. Maybe you should think about reserving a Blizzard 1260 or 2060 now - stocks are bound to be limited when the mighty 68060 returns! A small wait now, but an '040 will always keep your Amiga waiting longer!

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50MHz 68060 & MMU
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Blizzard products have consistently achieved the highest magazine accolades and awards! ***Amiga Shopper*** *said "in short if you want the fastest Amiga in the World, you have no option."* ***Amiga Computing*** *"...Amigas can now do anything Pentiums can"...9/10* ***Amiga Format*** *"...buy one as soon as you get chance"* - 95% rating

[1]*Available 1st Quarter '96*

What the Magazines think...



All Blizzard and Cyberstorm products use brand new MOTOROLA 680X0 series processors (not second hand as in some of our competitors' boards). They always run **WITHIN** the electrical timing specification laid down by Motorola to prevent any possible overheating/reliability problems. When you pay for a new 50MHz CPU for example, that's exactly what you get - not a 40, 33 or even a 25MHz CPU "clocked" to 50MHz! Look out for the **MOTOROLA MOTIVATED** logo - your guarantee of our commitment to quality and reliability - **BEWARE** of "clocked" CPUs!

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DTV

Welcome to the first in a regular series giving professional advice to video fans.





Highly specified with a price to match, the NV-MS4 is used widely by wedding videographers and semi -pros.



The driving force behind the creation of DTV was the intention of helping budding videographers select and locate quickly and easily the best video equipment to complement their budget.

Far too many features and articles in the Amiga press go on about how great the Amiga is for video and then proceed to almost blinkeredly ignore the plethora of consumer and professional equipment that the Amiga can control and integrate with. DTV hopes to go some way toward remedying that situation.

The beauty of the Amiga is that it can blend in with any video set-up, no matter how spartan or plush that set-up may be. The difficulty the potential videographer faces is one of choice. There are so many factors to be considered when setting out on the video trail that at first things can seem bewildering.

We'll nail our colours to the wall and say that if you want to fully exploit what the Amiga has to offer the video world, you should first learn the art of editing.

Learning the rudiments isn't difficult. You only have to take yourself out of the arena of passive television viewing and ask why each shot is there; why individual shots last as long as they do; what do they achieve; do they form a sensible narrative; could you do better?

With the Amiga on your side, the answer to the last question has to be positive. There's now a select choice of video decks and camcorders available that can be controlled by an Amiga equipped with a video editing package. Check out the features table on the facing page.

When properly set-up and configured, the Amiga can accelerate the learning process of editing. It can't make you more creative but it can help your creative perspective. The reason? Simple. There are two roles to be followed in video editing – an aesthetic one and a mechanical one. With an automated system less time is spent pottering around with the latter which allows more time for the former.

Automated editing means that the editor is granted the luxury of being able to tinker around and vociferously



The inclusion of an image stabiliser makes the R33 a go anywhere shoot anything wonder of Japanese miniaturisation.



Theoretically and practically you could control the Panasonic NVS-88 from the Amiga by emulating its IR commands from an Edit Controller

experiment with his potential production. Cuts and edits can be juggled about with the ease more associated with the cutting and pasting of blocks of text in a word processor.

The winner of this year's BAVA competition (British Amateur Video Award) held at BAFTA whittled down 22 hours of tape into a captivating 14 minutes of wild life documentary.

He used a PC based editing set up complete with genlock. Had he known, he could have had Hi-Res captions as standard rather than the blocky lo-res he was forced to use with the PC system. Above all other considerations, the price of an Amiga based editing system beats anything on the PC hands down. We'll be looking at edit controllers next month. 

FEATURES TO LOOK OUT FOR

There are certain rules to follow when on the lookout for a new or used camcorder. Most of the following features should be put on a must have/preferable to have top ten priority list. This also applies to camcorders that don't have edit terminals.

1 TIMECODE
A unique identification mark is given to each frame of video recorded by the camcorder. This means that frame accuracy is possible with the requisite editing equipment.

2 MANUAL EXPOSURE
Gives the videographer more control over the quality of the final picture recorded by the camcorder.

3 BACKLIGHT COMPENSATION
Not as good as manual exposure, but better than nothing.

4 EXTERNAL MIC
Most on board camcorder mics are next to useless outdoors. One of these sockets lets you connect a microphone of your choice.

5 HEADPHONE SOCKET
When shooting outdoors or indoors, it's almost a necessity being able to hear what the quality of sound being recorded is like.

6 HI-FI STEREO
Hi-Fi stereo sound is encoded as part of the video picture. Lets advanced users audio dub extra sound onto the mono-linear track.

7 FRAME ADVANCE
Camcorders with this feature can usually be controlled frame by frame with a jog shuttle.

8 AUDIO DUB
External sound such as sound FX can be dubbed onto the soundtrack of the videotape with this feature.

9 IMAGE STABILISER
Reduces the need for a tripod. Handy when taking hand held shots.

10 FADER
Always useful to have. Fades the picture and sound over a set period of time.

Model	1	2	3	4	5	6	7	8	9	10
VHS-C										
PANASONIC										
NV-A3 £600										
NV-R11 £650		2								10
NV-R33 £750			3			6		8	9	10
NV-10 £900		2	3							10
S-VHS-C										
NVS-70 £800			3	4		6				10
NVS-77 £1000			3	4		6			9	10
NVS-88 £1200	1	2		4		6			9	10
S-VHS										
PANASONIC										
NV-MS4 £1700	1	2	3	4		6		8		10
LANC TERMINAL 8MM CAMCORDERS										
SONY										
CCD-TR350 £550										
CCD-TR370 £600			3	4	5					10
CCD-TR450 £600				4						
CCD-TR485 £800			3	4	5				9	10
CCD-TR530 £800				4	5				9	10
CCD-TRV30 £800			3	4	5					10
CCD-FX730 £800			3	4	5			8		10
CANON										
UC-200 £650			3	4						10
SANYO										
VM-EX370 £650				4		6	7			10
VM-EX33P £800			3	4			7	8		10
HI-8MM										
CANON										
UC8-Hi £900			3	4	5	6			9	10
UC-X2Hi £1600		2		4	5	6		8	9	10
EX2-Hi £2700	1	2	3	4	5	6	7	8		10
SONY										
CCD-TR650 £900			3	4	5	6		8		10
CCD-TR680 £900		2	3	4	5	6				10
CCD-SC8 £1000				4	5	6				
CCD-TR750 £1000		2	3	4	5	6			9	10
CCD-TR780 £1000		2	3	4	5	6			9	10
CCD-TRV60 £1000			3	4	5	6				10
CCD-TRV70 £1300			3	4	5	6			9	10
CCD-TR3000 £1600	1	2		4	5	6		8	9	10
CCD-TRV100 £1800	1	2	3	4	5	6			9	10
DIGITAL										
SONY										
DCRVX 700 £2300	1	2	3	4	5		7		9	10
DCRVX 1000 £3600	1	2	3	4	5		7		9	10

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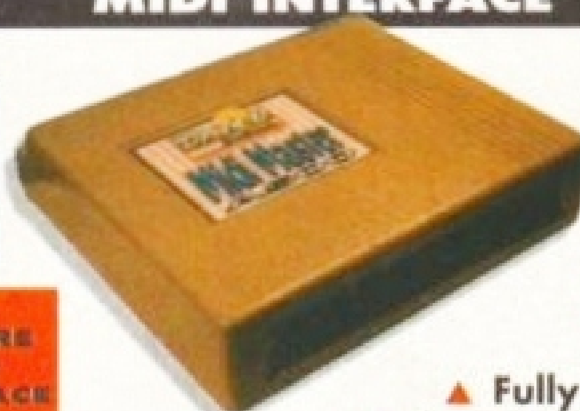
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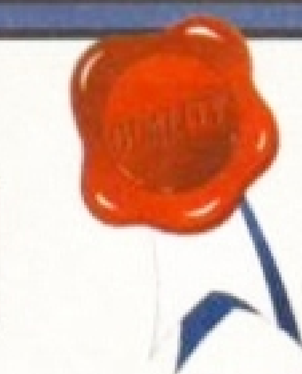


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- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method-Deluxe Paint, Photon Paint, CAD Packages, etc.
- Supplied with template for Deluxe Paint..
- This is the input method used on professional systems.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/500+/600 /1200/1500/2000 and "co-exists" with mouse.
- Unlike a mouse, the tablet gives absolute co -ordinates so that tracking and menu selections are possible from the tablet face.

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- Includes hard disk transfer to run under Workbench.
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Mailbag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

CD REQUEST

I am an inexperienced A1200 user and last Christmas I received an AIWA CD-ROM drive with a squirrel interface and the 'Ten on Ten' pack of CD's. Because I am not very good at using paint packages, or wordprocessors, I bought my CD drive mainly for games. Please could you send me a list of all the CD32 games and CD32 PD games that will work on my Amiga. (My A1200 pack was the desktop dynamite one). Also is there a way to be able to play all CD32 games on my CD drive?

Michael Ritchie
South Yorkshire



This squirrel CD-ROM drive is just one of the many CD devices which can be connected to the A1200.

Your ability to play games is to some extent, determined by the drive you have. However, some games use features of the CD32 which are not present on the A1200. The software and libraries present with the Squirrel overcome some, but not all of these problems. However, HiSoft have been very good at releasing patches for most games which have proved incompatible.

We will compile another list soon and include it in the Screen Play section of the mag.

VISIBLE SUPPORT

I recently went into Game, Virgin and HMV and to my horror, noticed that Amiga games and software were virtually non-existent. Game and Virgin are the biggest brown nosers I have ever seen.

With the recent re-launch of the Amiga, how are people going to view it's performance and have faith in it, if all the software and hardware is going to come from mail order companies. The High Street store is a PC power base, the PC is immediately rammed down your throat – no wonder it's taking off in leaps and bounds.

I have been the proud owner of an A1200 for over a year now, but let's be honest, there is no way the Amiga can make a much wanted comeback without the software backup. Seeing this destruction of Amiga software has given me an idea. This is to all you programmers out there who can't draw for toffee. Please contact me. I can do anything you would need for a game in any style, 3D, isometric, RPG (eye of the beholder), animated, anything – no problem! All I ask is that if any money is made, you would be honest enough to make a contribution to me as you would deem fair (this means that I'll probably work 95% of the time for nothing – who cares, I enjoy what I do!) and that my name remains with the artwork and graphics I do. So, come on, get in touch and see if we can do something for the Amiga like what *Doom* did for the PC.

Andy McDonnell
Flat 6, 55 Anfield Road
Liverpool, L4 0TG

It is quite amazing that these stores would prefer to stock 90% PC games, while good Amiga titles perform very well in the charts. It seems to be a case of the games shops forcing the market the way they want it to go.

It's good to see that loyal Amiga users are still prepared to put in the extra effort to support their favourite machine. I hope you get loads of response.

THE FUTURE BECKONS

I read the January 1996 issue of *Amiga Format* with great interest. The plan by Amiga Technologies to utilise the PowerPC Chip in future Amiga's is, in my humble opinion, the lifeline that the Amiga has been kicking and screaming for. It is vital that the Amiga continues to grow, but this growth must have some sort of direction.

The Amiga needs to grow into

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SUNSET

By Matt Bell, E. Sussex

Fantastic use of lighting and an eye for perspective prove what can be achieved when Lightwave's put into the proper hands.



a machine with full cross platform abilities. It must be able to perform to the standard of the PowerPC and the PowerMac, and ultimately at a very high end, attempt to attain a credible reputation against DEC Alpha Workstations. Obviously this is not going to happen overnight. The use of the PowerPC Chip is a step in the right direction, but that alone is not enough.

The Amiga needs to gain some lost ground on the industry which is prepared to leave it for dead. The Amiga utilises an industry standard IDE interface and PCMCIA port, but what about using industry standard PCI ports?

The Amiga has one great advantage over the expensive PC's and Mac's – not only is there a high end Amiga, but a pretty poky low end entry machine. Alas, the A1200 is old and in need of replacement, and this is where I would like to share my idea.

First, take one A1200 motherboard and redesign it. Increase the processor to a 68030 and retain all the ports, PCMCIA, IDE etc. Provide, on the motherboard, expansion sockets for 72-pin SIMM memory modules, which can be accessed WITHOUT opening the Amiga's case. Give the audio circuits an overhaul and fit as standard an 80Mb hard disk. Bundle all this together in a pack with the Squirrel SCS12 interface and retail at a price which does not match the competition, but undercuts it.

Advertise the machine – properly. Thrust it, with maximum force, into the public's lives. Push the machine hard in the right directions at the right time. Use billboards, newspapers, radio, TV and make the Amiga available as prizes on TV shows.

Once the Amiga is in the marketplace, produce a Big Box Expansion module. This box should be capable of utilising the A1200 motherboard, but contain the PowerPC chip to really upgrade the Amiga to competition busting standards. Ensure a full range of expansion slots and drive bays are provided.

Any future development should wherever possible allow the Amiga owner to keep their existing hardware and simply replace the motherboard or expansion board, not the whole system.

Mark Finkel
Berkshire

There are some really good ideas here, and I have to say that some of them are already underway. For a start, Amiga Technologies have already stated that they will produce an A1200+ machine, which would have a faster processor and easier memory upgrades).

It is interesting also that you should mention the PCI interface, as it looks to a cynical eye (like mine) very much like a slightly reworked Zorro III standard.

As we have already reported, Phase 5 are developing PowerPC boards for the existing A1200 too, so people will be able to upgrade as soon as a rewritten OS is available.

Continued overleaf ➡



MUSIC TO MY EARS

The Amiga Community is full of people who use their machines for music and graphics work as well as for games. Amiga Technologies should therefore help these people along in their work by producing a machine which can help take there imaginations even further.

For musicians, a 16 bit sound chip would be nice or even a MIDI interface. For those into graphics, a machine with a '030 processor and some fast RAM would be very nice. If Amiga Tech. could squeeze these features into a new machine then the people will only have to get the software to help in their tasks.

This might cost a little extra, but I would rather buy a complete kit with graphics and sound built in, than pay £1000 for a Pentium and then have to fork out another £300 for a sound-card.

Chris Yau
Surrey

You are not alone in your beliefs, even Dale Bradford agrees with you (see Bradford column, AF81). The good news is that it even seems like Amiga Technologies agree with you, and hence the imminent release of their "Surfer" bundle dedicated to the internet. I'm sure a music bundle or a graphics bundle or even a video bundle would be equally popular.

Until then, I hope a stylish AF sweatshirt will keep you warm at night.

TAKE MY BREATH AWAY

Having recently bought *Breathless*, I can honestly say that it has to be one of the greatest games ever. The graphics are superb, the sound is brilliant and the addiction factor is off the scale. The only thing I don't like about it is the type of control. In my opinion trying to play a game like this with the keyboard is just too awkward. Why don't Power Computing get their heads together and give us a control system the same as *Alien Breed 3* with a CD32 control pad.

You gave this game an astounding 95% in your review. With a CD32 control pad option I think it would be worth an extra per cent or two. *Breathless* is brilliant, so come on Power Computing, give us another option and make this the best game ever.

P.S. Can anyone tell me how I get a user ident. from the Sirius Corporation for Frontier.

Ian McVickers
Stirlingshire



***Breathless*: After our exclusive coverdisk, we have received hundreds of letters from astounded readers.**

It was quite tremendous wasn't it. What's better is that you will soon find out whether it's worth an extra two percent, as the next version should have CD32 pad compatibility. It's due out in April, so keep an eye out for future issues of the mag.



INCE *G.Kennedy, Manchester*

Stylishly created using DPaint 3



QUESTER *By Andy Kinsella, Lancs*

Created using Brilliance



EASTER *D. Want, Nottingham*

The Amiga Format Real 3D Coverdisk was used to put together this seasonal picture.

ALIEN GREED?

Ever had the feeling that you've been ripped off? I've just had it. The reason? *ALIEN BREED 3D*.

After spending months waiting in anticipation for the game, I eventually find a disk version in my local stockists. I look at the back cover "Preparing to meet my doom", and read that there are 16 huge game levels, but "more on CD³²/CD-ROM". Alas my independent stockist won't stock the CD³² version, so off I go, trailing round every purveyor of computer software in New York until eventually I find a CD³² version, pay my money and rush off home.

I open the box, quickly read the instruction manual and discover that it's got that crap protection bit. I place the disc in my CD-ROM, reboot, wait for it to load and... no animated intro. Oh well, at least the game will be huge.

I instantly think that my computer has gone on strike, caught a virus, anything but this. My grandmother on her zimmer frame moves more smoothly! Even the demo version ran faster than this and I didn't have my Viper accelerator.

Does it run any better when installed on to hard drive? If the installer worked I might know. Let's check it with a directory utility, Hmm, no problems there. Levels A-P, that's 16 levels so where are the rest of them hiding? I'll just check the other drawers. No, not in there. I'll just re-read the box. Yep, it definitely says there are more levels on the CD³² version.

I'm sorry Team 17, but if this is the "definitive realtime 3D engine for the Amiga" then you obviously haven't seen *Amiga Format*'s demo of *Breathless*.

Andy O'Hara
U.S.A



Stay right where you are you nefarious alien scum, or I'll be forced to shoot.



Well, don't say I didn't warn you – eat molten plasma you spawn of satan.

We have contacted Team 17 for you, and they reply: "A complete and utter cock-up was responsible for the comments regarding AB3D on the back of the box. For this, owners deserve an unreserved apology.

If you would like to forward the address of Andy and anyone else who feels an injustice, we will arrange to make things right with them.

There have been a few problems with the installer, but this has been sorted out now and fixes/suggestions have (as always) been available from our QA division. With regards to protection, we felt this was necessary due to the fact that users with CD-ROMs could easily copy the game otherwise. It was not commercially viable to produce an animated intro for Ab3D on CD32.

Regarding the demo of Breathless - if all people want are pretty graphics and no gameplay then that makes things very easy. AB3D was an attempt to get fast, fluid 3D with a great game on standard A1200's with fast ram. Ab3D 2 really needs an 030 or better and has been completely reprogrammed because of this.

We released a demo of AB3D shortly before the full game went on release and this did not differ from the performance of the final game.

I do not consider that we have ripped people off. We have sat and listened to users both from feedback and through newsgroups. AB3D2 is a direct result of this as is the current decision to explore TCP/IP Worms for Amiga."

Martyn Brown, Development Director, Team17 Software Ltd

BACK IN THE GOOD OLD DAYS

I am writing to you on account of the deterioration of your magazine. I have waited for a while now to see if things improve but it has not – it has got worse. I remember the good old days when Mr Dyson was at the helm and you used to get a whole 190 pages, but from issue 61 onwards the page numbers have been dropping rapidly, so that now, on issue 80, we get a stingy 131 pages. Another area you have been cutting down in is the width of the magazine. Since issue 75 there has been 1.2cm missing off the magazine! What's with all this cutting back in such a sly and deceitful manner? It seems that you are hiding the cuts from your readers in the way that you are doing it. Explain yourself!

One more thing that annoyed me was the review of Alien Breed 3. I was looking forward to reading it but was sadly disappointed. I did not like the way Steve McGill told me to change Team 17's mind about leaving the Amiga by pleading, grovelling, writing letters to them and buying the game. As far as I can see it's Team 17's own problem if they leave the Amiga. They'll just come back after a while like all the other companies who said they were moving on to "newer and better platforms".

There is one thing that *AF* always get right and that's the cover disks. The issue 79 cover disk was excellent and there was something for everyone, even a full game – *Master Blaster* – which is excellent and extremely addictive. Also, *Blob Kombat* works on my Amiga, with slight screen scrambling, if you run it through Workbench.

One last annoyance about the mag is the tips section. Please could you give smaller tips to more games instead of big solutions to just one game.

You may think I have got too much to say about the magazine, but I have to pay more than £5.80 for it each month in Ireland and if things don't improve you will lose two readers, as my friend agrees with me too.

Sean Sherry
Co. Dublin

SMALL IS UGLY

Part of your response to Claudio S.M of Brazil (*AF80*) and I quote "My problem is that I think all the other sections should be bigger too", is rather contradictory, considering that the size of the magazine has been reduced four times in the past year. From issue 75 onwards the width of the pages has been reduced too from 235mm to 222mm. Also what happened to the bumper Christmas edition at the end of 1995? Normally this issue has at least another 20 pages and a third disk, booklet or something.

When the cover price was increased to £4.50 there were a number of comments in the magazine justifying this, like the increase in cost of newsprint and paper. But, based on the current circulation figures of 75,854, the reduction in pages alone is saving an average of 2,427,328 pages per month (or 17,338 magazines of 140 pages each).

The victims of these reductions appear to be the regular features. "Gamesbusters" is now down from four pages to just one page and "Helping Hand" has disappeared altogether. The PD section is down from three to four pages and "Mailbag" is down from four to the equivalent of one and a half pages. If you wish that all the other sections could be bigger, surely the answer is to return the magazine to its original size and without another big hike in cover price.

When *AF* was published by the original owners of Future Publishing they appeared to have the readers interests at heart and produced a magazine that was good value for money. Since Future Publishing has been sold it appears as though the new owners no longer have the same philosophy, as we are now getting less for more. Despite all the other Amiga magazines increasing their cover prices, *AF* is still the most expensive Amiga magazine being published.

D.J Curtis
Hants

In the good old days, the magazine was indeed bigger. But I think it would be an interesting exercise for you to count up how many pages of editorial there were, and how many pages of advertising. Even though the mag has fewer pages in it, this has almost purely come from advertising. Because the Amiga market is not as buoyant as it once was, and because there are less people buying things for their machines, the consequence is less advertising.

In fact, although there are "only" 132 pages in this issue, there are actually more pages of features and reviews than there were before. Even in the "good old days" there were scarcely ten or fifteen more pages of editorial.

I am sorry if you are unhappy with the magazine, but it isn't a question of us not being bothered to write more pages, or even having nothing to write about. We could easily generate a magazine twice the size but only for about three months by which time we would have gone bust, we'd all be out of jobs and you wouldn't have the choice of whether to buy AF or not.

Amiga Format may well be the most expensive Amiga mag but it is also the best and I'd like to keep it that way.

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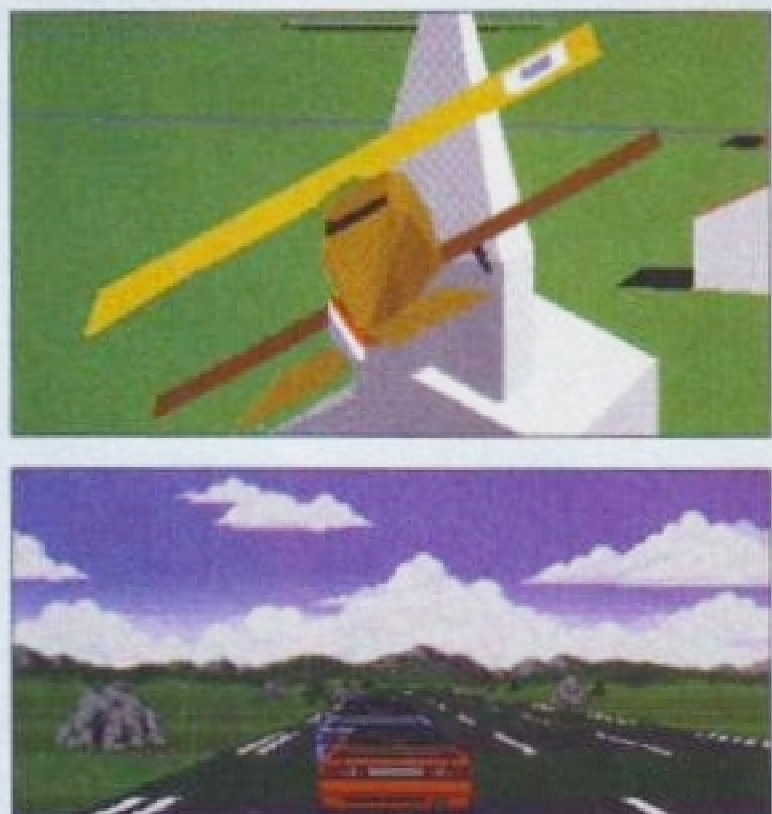


If you have a CD^{32} and an Amiga with *Communicator*, you can use your CD^{32} as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
Order code	AMF505	AF Price	£69.99

The Serial Killers



Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And *Amiga Format* can bring you that experience with this specially selected pack of three of the best-ever serial link games – all for under £30.

The *Serial Killers* kit includes WW1 flight sim Knights Of The Sky, driving games Stunt Car Racer and Lotus 2 plus a three-metre serial link cable – everything you need to get hooked up and running.

Description	The Serial Killers		
Order code	AMFSK	AF Price	£29.99

Gloom



Top of the A1200 chart for a long time and given a well-deserved *Format* Gold, *Gloom* is an excellent, atmospheric and darned frightening shoot-'em-up. There's levels, maps, mazes and secret rooms aplenty, and to spice things up you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been waiting for. You don't want to miss this one. Get it today!

NEW!

Description	Gloom		
Order code	GH/GM	AF Price	£15.99

Super Skidmarks 2



An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks 2* was described as "the best driving game in its class ever seen on the Amiga". This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. Add it to your collection now!

NEW!

Description	Super Skidmarks 2		
Order code	AF/SS	AF Price	£15.99

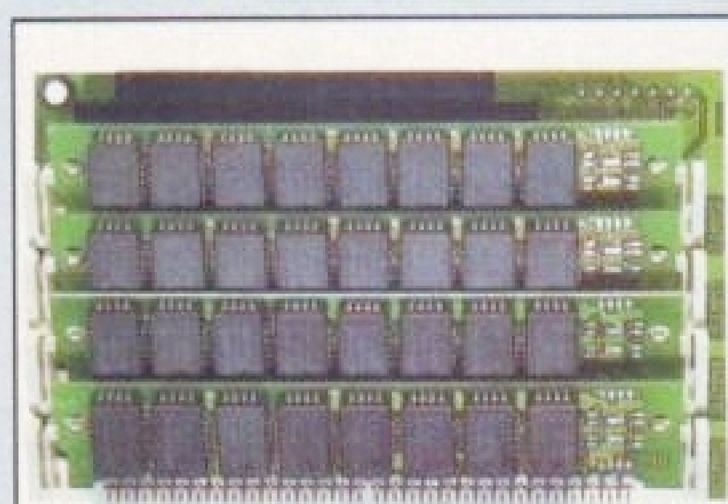
Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	Turbotech Clock Cartridge		
Order code	AMFCLO	AF Price	£17.99

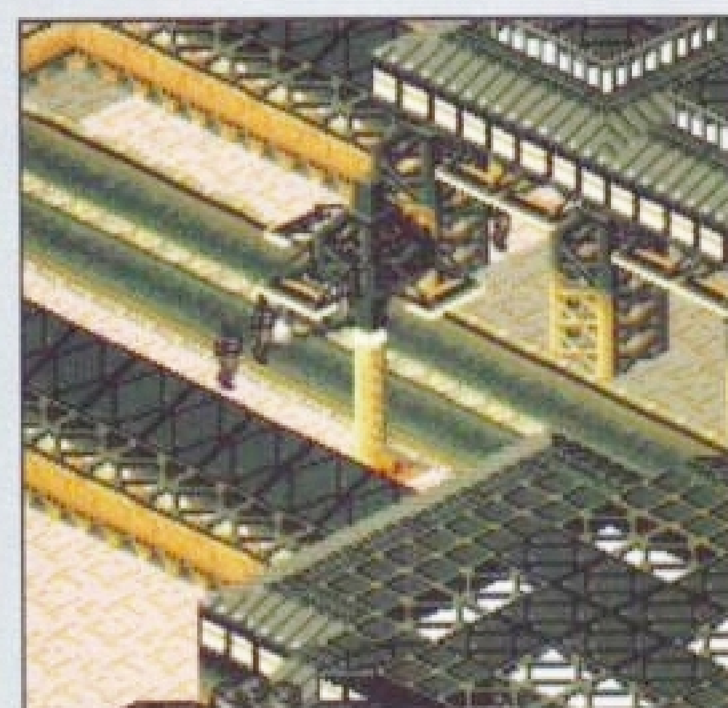
A500+ and A600 1Mb RAM Upgrades


A600 version shown

If you have less than 2Mb RAM, you are at a serious disadvantage, so why not take the opportunity to upgrade at this low price. These boards for the A500+ and A600 plug into the Amiga's trapdoor connector. Built to the highest standards, they are fully guaranteed for a year.

Description	A600/A500+ 1Mb RAM Upgrades		
A600 code	AF6H1M	AF Price	£29.99
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Syndicate American Revolt Missions

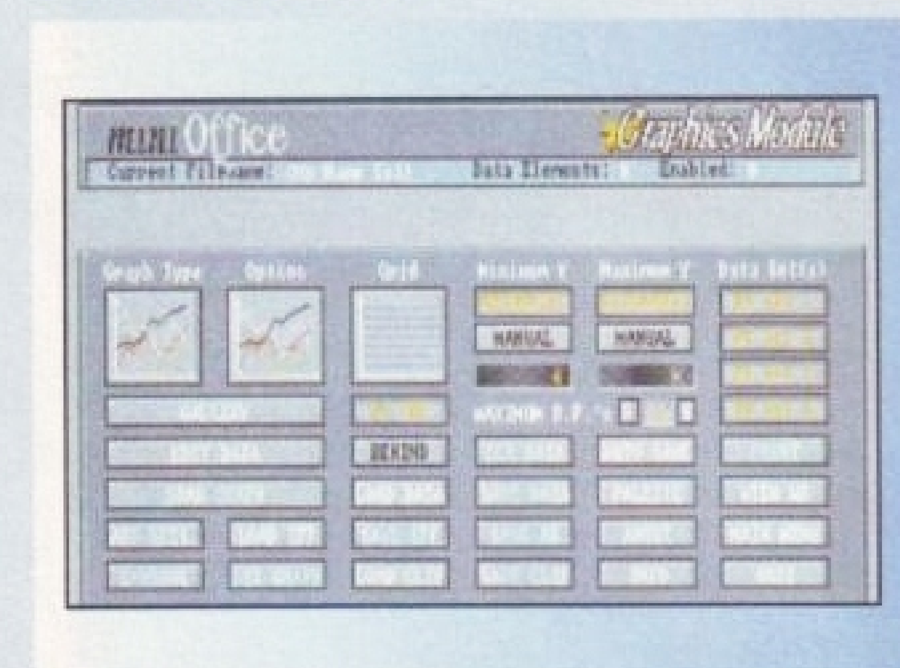


If you thought the original *Syndicate* (91%, *AF49*) was tough, the *American Revolt Missions Disk* will test your skills to the absolute limit in a series of 21 fiendishly difficult missions.

You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions* Disk.

Description	Syndicate Missions Disk		
Order code	AMFDSD	AF Price	£12.99

Mini Office



A collection of database, spreadsheet, graphics and word processor programs from Europress that you shouldn't be without.
It can be especially useful if you are planning on setting up, or already have a small business.

NEW!

Description	Mini Office		
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At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga- (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

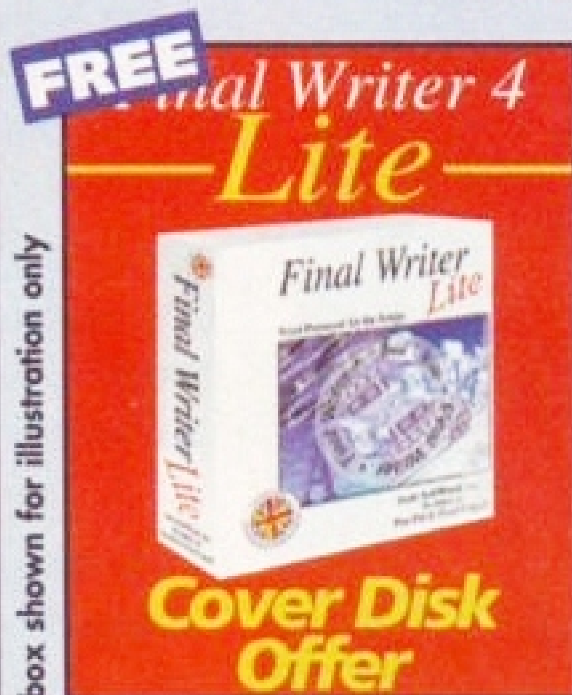
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(For Amiga floppy or hard drive based systems running Workbench 2.04 or later with 2Mb of RAM or more)

Description	Final Writer 4 *Lite* Complete Package Upgrade		
Order code	FW4LUG	AF Price	£19.95

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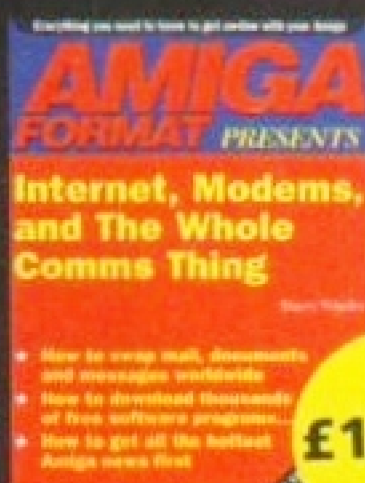
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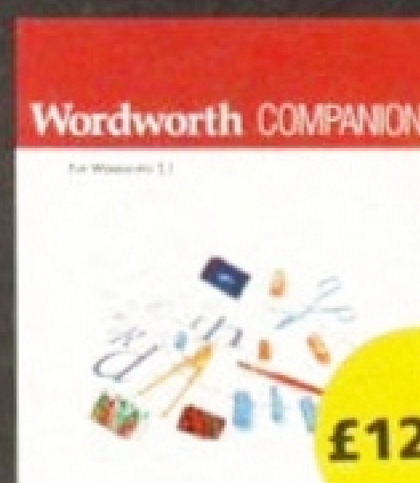


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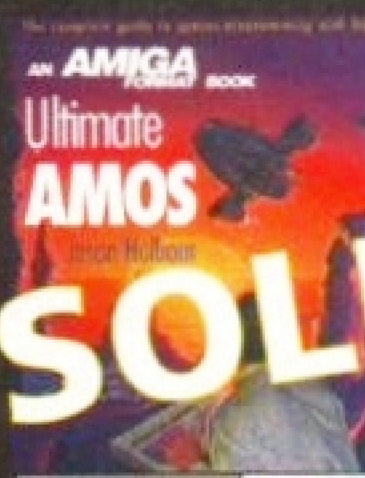
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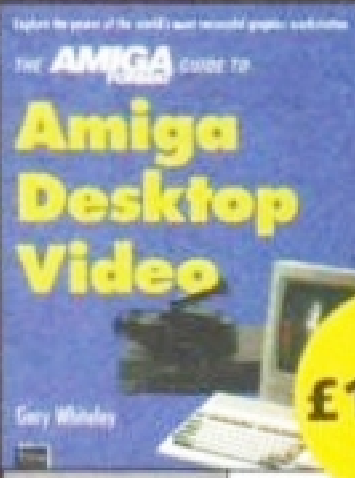
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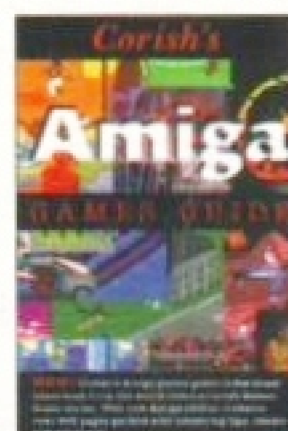
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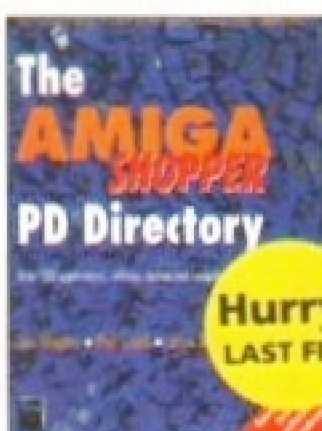
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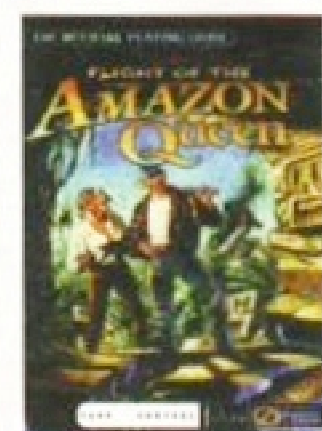
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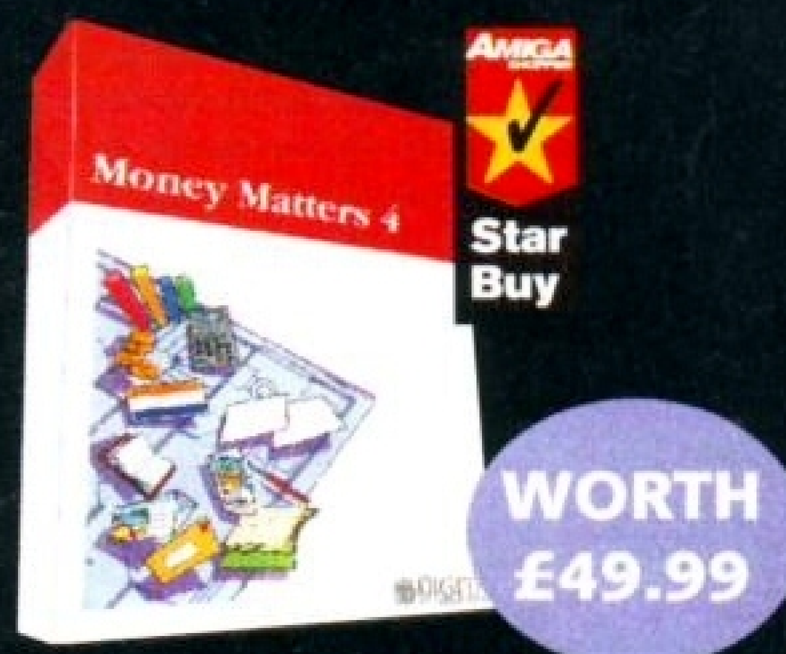


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AMIGA FORMAT 92%

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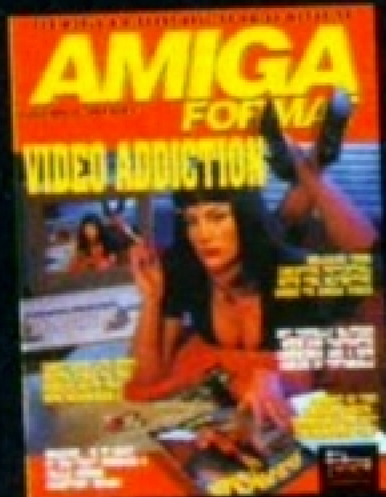
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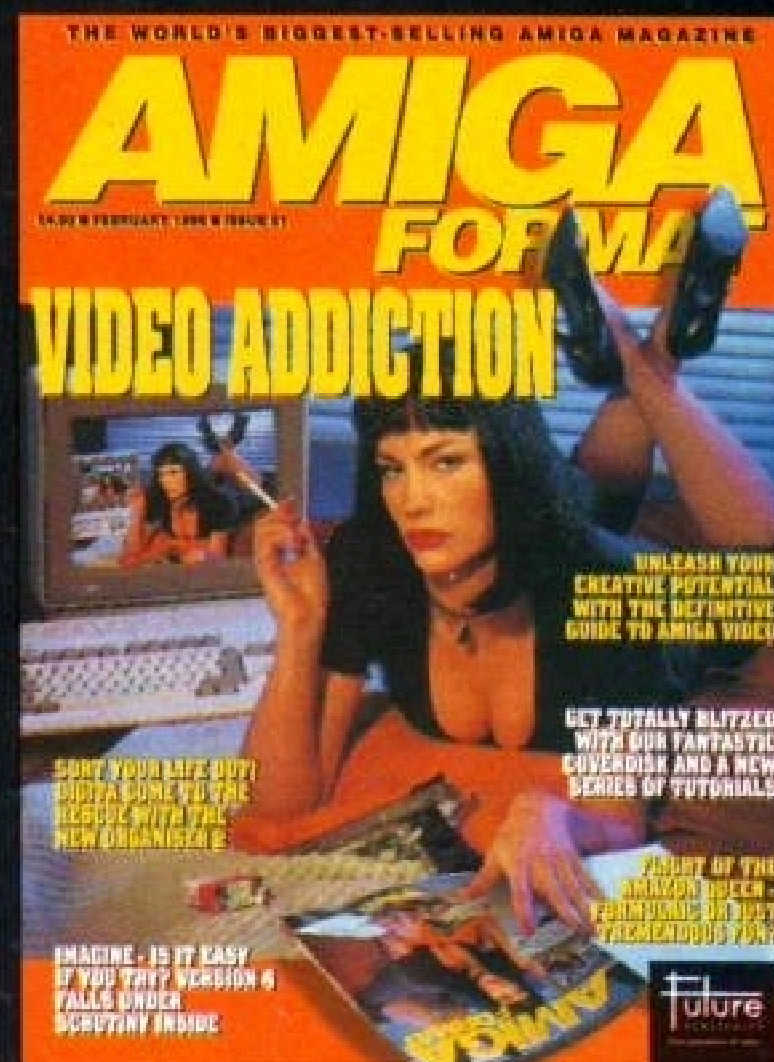
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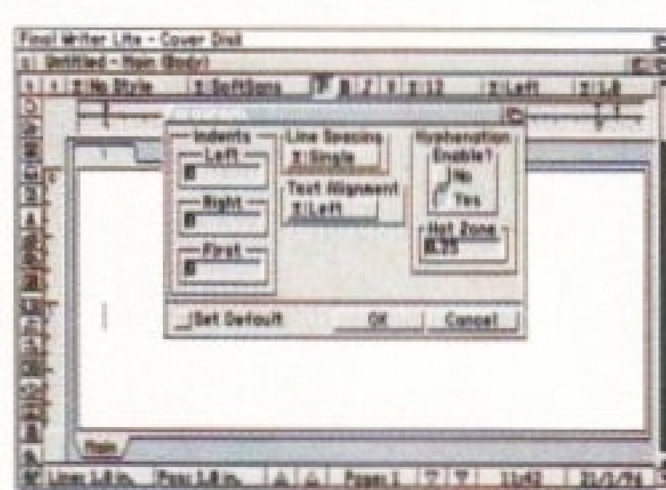
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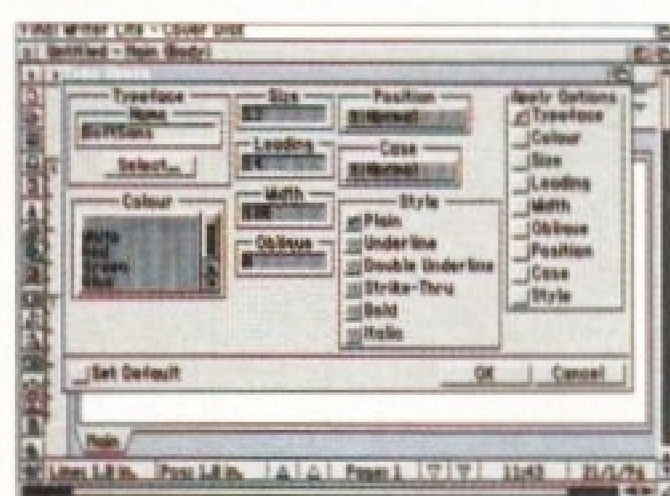
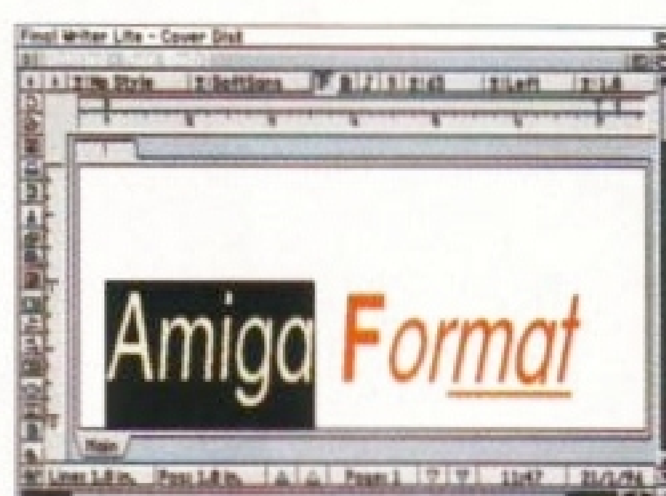
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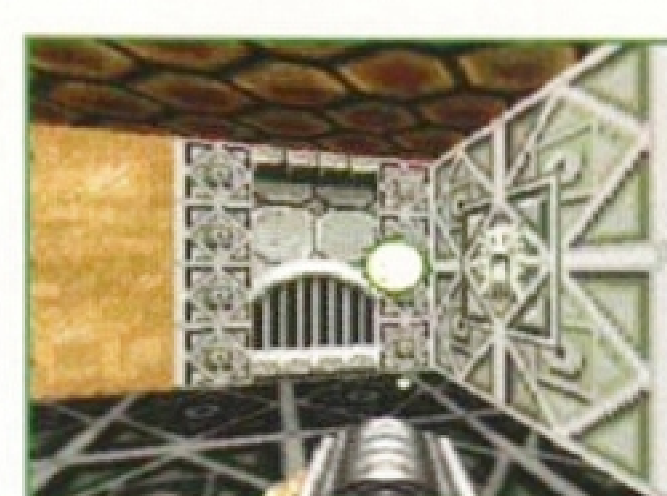
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AMIGA FORMAT COVERDISKS

The program that was nearly chosen to help re-launch the Amiga in the Amiga Magic bundle, *Final Writer 4 Lite* is here.

It's been upgraded and offers lots more options for the power Amiga owner. Check out the mighty *Gloom Deluxe*.

Gloom Deluxe





One of the regrets we had when *Gloom* was first released was that we didn't put it on the coverdisk for you.

With *Gloom Deluxe* freshly on the market, it gives us a chance to redress that balance. It also gives players of our *Breathless* coverdisk the chance to enter into a direct contrast and compare mode.

Gloom Deluxe is basically *Gloom* with knobs on. You can run it at any resolution from 4*4 pixels to 1*1 in Hi-Res, Lo-Res or Super Hi-Res Interlaced – just select the screen mode from the Gloom Setup Utility. You'll need a high powered Amiga (probably 040 or above processor to make use of full screen 1*1 Hi-Res mode) to be able to use this at anything like a decent running speed. But it's there to be used for those with the power. Which is good.

You can run *Gloom Deluxe* on any Amiga with 2Mb or more and a 68020 processor - no need for the AGA chipset. Hurrah.



Be prepared for a big surprise when you face the ghosts.

HOW TO BE A PICKUP ARTIST.

To open doors, touch them with your invisible man. To regain health, run over the little objects that look like baby's milk bottles. To increase the firepower of the plasma weapon, walk through the power ups. The display shows the extra power added to the gun.

Gloom Deluxe **does what *Gloom* couldn't do. Is it enough to challenge the graphical and technical might of *Breathless*? Find out for yourself with our excellent coverdisk demo.**

DON'T LOSE CONTROL OF YOUR SENSES

The controls are relatively simple to get to grips with. Here's the low down on some of the more important aspects of the game.

Move Forward	Up Arrow Key
Move Backward	Down Arrow Key
Rotate Left	Left Arrow Key
Rotate Right	Right Arrow Key
Sidestep Left	Hold Alt Key and Left Arrow Key
Sidestep Right	Hold Alt Key and Right Arrow Key
Fire Plasma	Cannon Left Amiga Key

When you lose a life, the screen turns red. To resume play, press the Fire button.



You don't need to hit the space bar when faced with a door. Just go up to it and touch it with your man.



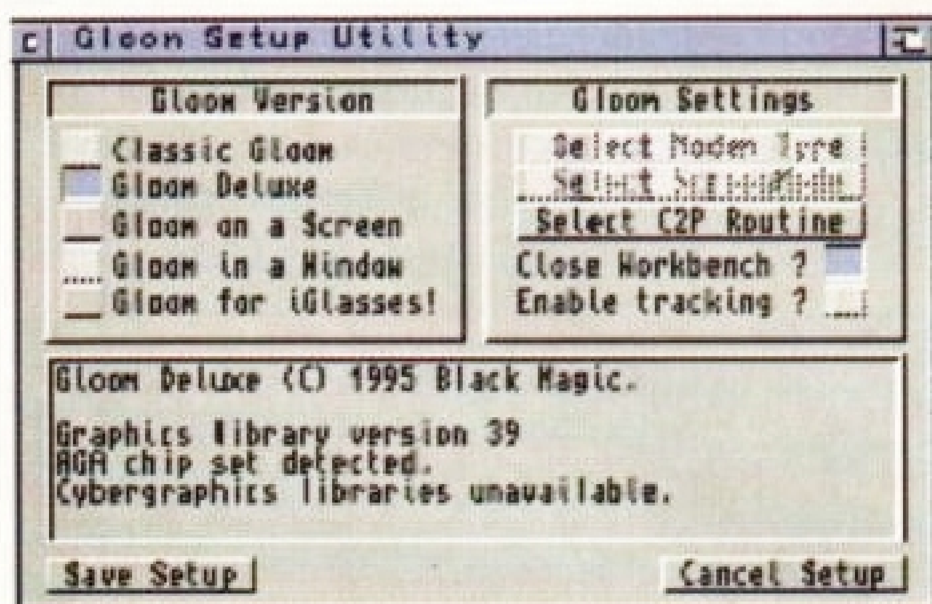
Remember that copious use of the sidestep will keep you alive longer than a gung-ho attitude.

On booting you'll be faced with the Gloom Setup Utility before the game proper loads. Decide which option best suits your Amiga hardware and save the preferences. The game will boot from there. If you don't want to change anything – you might already have set up the preferences to their correct value – click on the close gadget. The game will now boot for real and you'll be faced with a small screen and a big gun poking in front of it.

Unfortunately, the demo doesn't allow joystick or CD32 control. Only the keyboard can be used. As this is probably the best method of control anyway, you shouldn't worry too much about missing out on the other methods.

The first thing to do is press the Escape key which will access the plethora of screen options. From this screen you can quit from the game, take away the ceiling and floor texturing, change the screen size and change the pixel size.

As is to be expected, you have to compromise between all of these variables to achieve an acceptable running speed on your system. Once done, all that's left to do is to master the complexities of the game and try to reach the exit.
Good luck.



On booting, you'll be faced with this screen. If satisfied with the preferences, click on the close gadget box. If not, make the changes and Save Setup.

DYING A THOUSAND DEATHS

There's a small bug on this demo which means that when you run out of lives, the game returns to Workbench. This is irrecoverable. To play another game you have to reboot. We apologise for any inconvenience this may cause.

WORMS MAPS

For those of you who don't own an A1200 or accelerated Amiga, we've included a couple of Worms maps. They were downloaded from the Team 17 home page on the Net. To load them into Worms, follow the instructions in the Worms manual.

Thanks are extended to Stone-D for the tunnel map and David Eady for the City map.



A long protracted game is on the cards here.



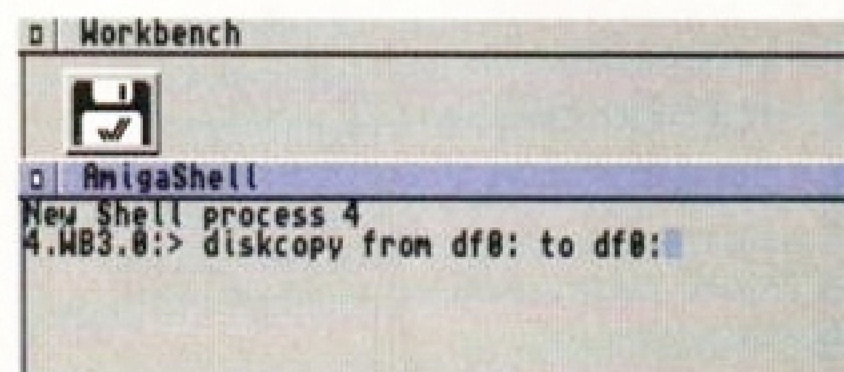
David has brush maps available for Wormers.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

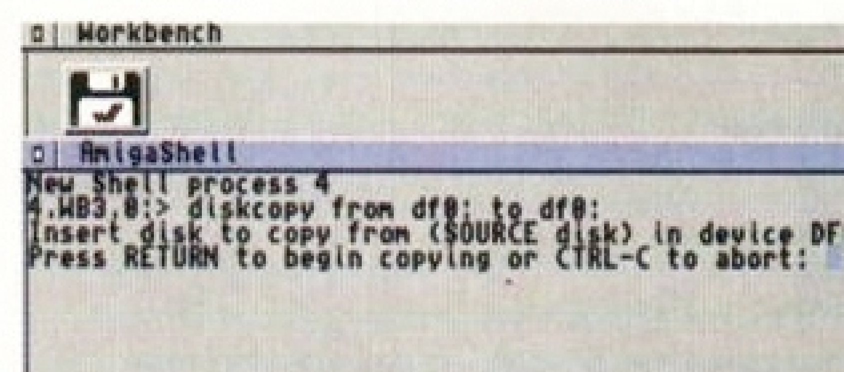


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

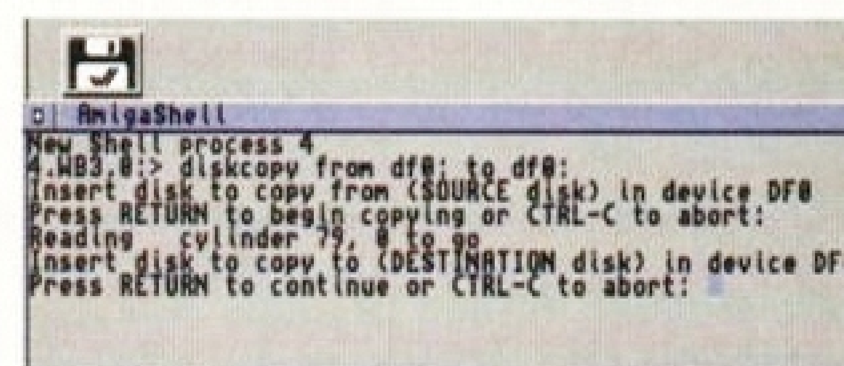


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

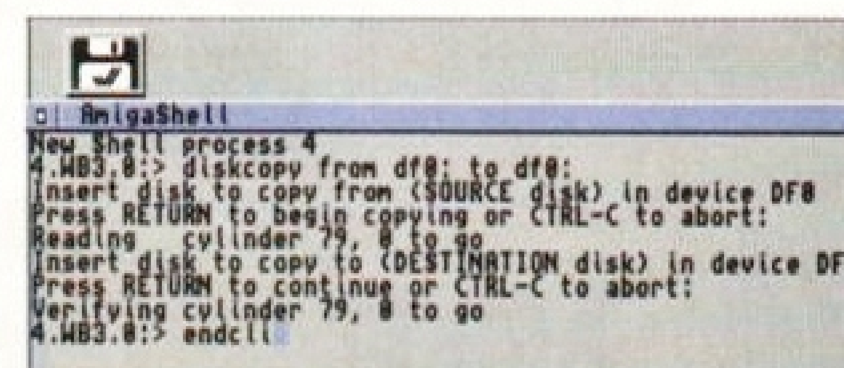
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

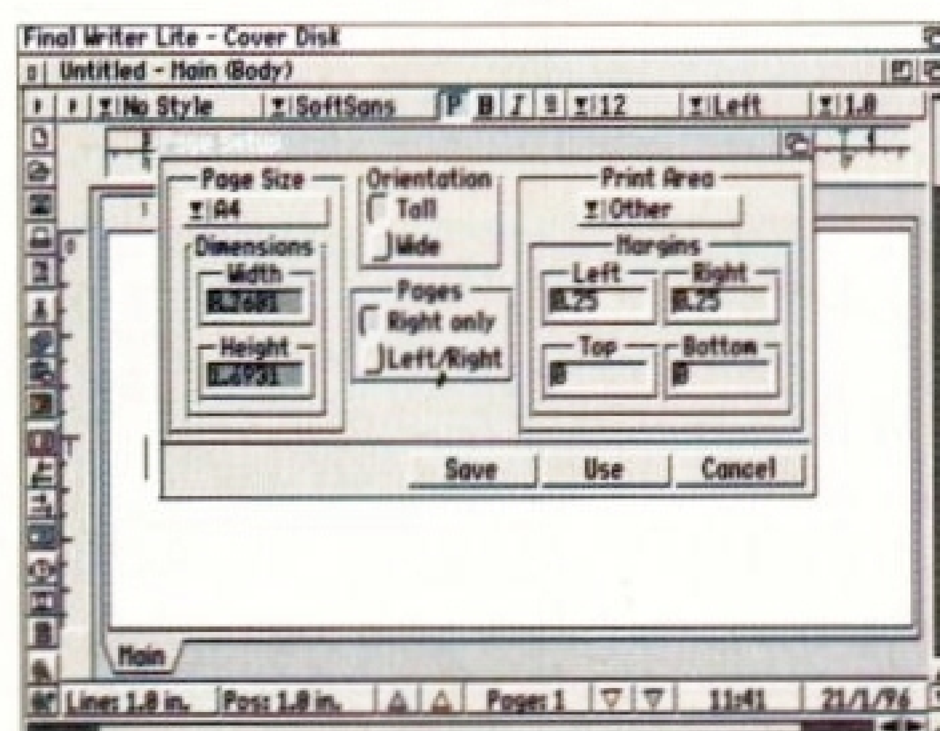
We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

***Amiga Format* (insert name of disk)**
York Reprographics
20 Trinity Lane, Micklegate,
York, YO1 1EL

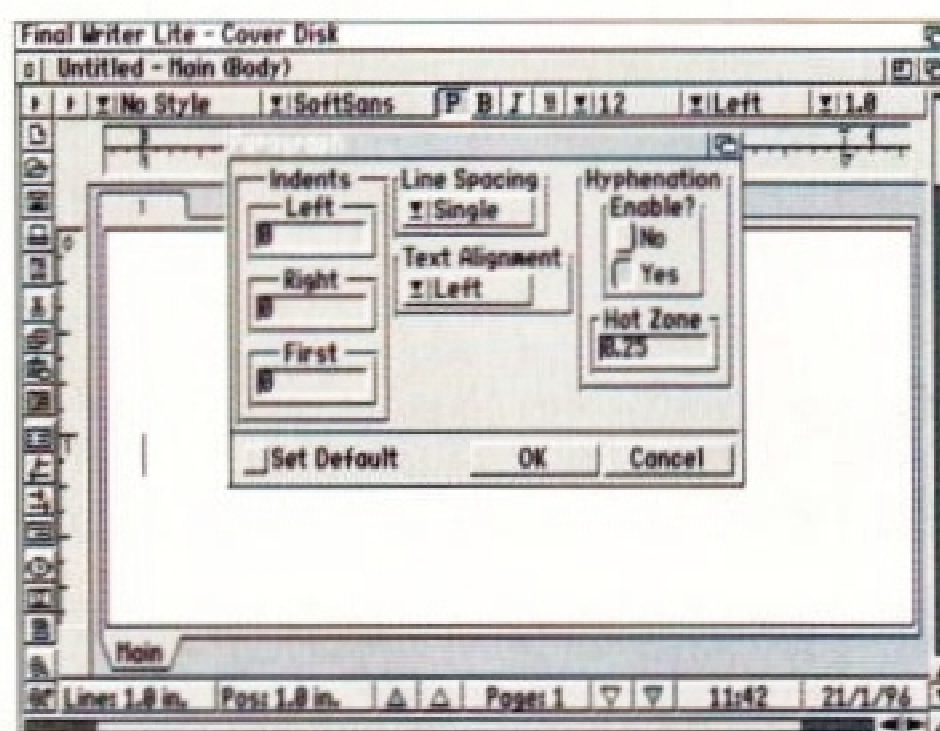


Final

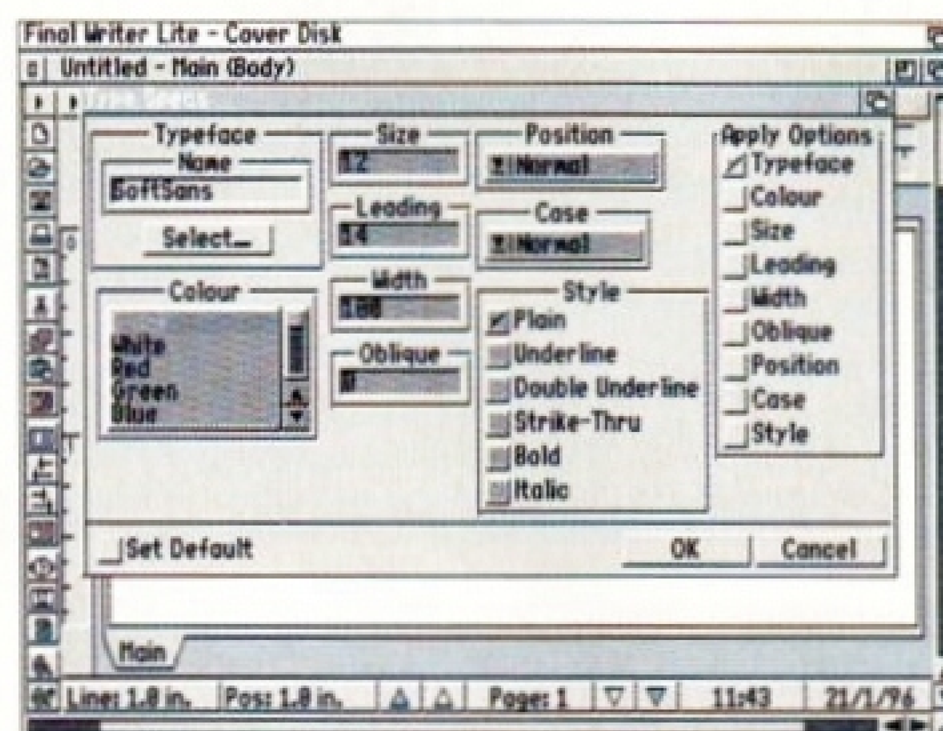
A fully working version of a brand new program on a Coverdisk? David Taylor introduces an amazing new program that will transform the way you write.



First things first, ensure that the page setup suits the needs of your document and printer.



Also ensure that your paragraph style is set to the parameters you want.



The fonts can be changed in many ways, from colour and style to size, leading and width.

The Amiga has often been criticised for its lack of professional level document processors. "You need *Word* on the Amiga" or "There's nothing to rival *Quark*." *Final Writer 4* is a program that should silence these critics. It combines the powerful tools you need to create a fully rounded document and yet retains an easy interface that everyone can use.

The first thing to do once the program is loaded is set the preferences. This includes an option to open the program on Workbench or on a separate screen. If you choose the latter, then you need to set the number of colours and the screen's resolution. This is important because you need to consider the requirements of any pictures you will import. Select preferences that will suit these, but bear in mind that higher resolutions and more colours need more memory.

GLOBAL PREFERENCES

When the page appears, you may want to adjust it's settings. From the **Layout** menu, you can choose the **Page** option and enter the preferences you need, including the print area. You may also want to adjust the typeface or font from the **Typeface** menu item. This enables you to change the size, colour, slant, leading and position (such as subscript or superscript).

Playing around with the paragraph and section settings is easy, but to start with you'll probably find the default ones are fine.

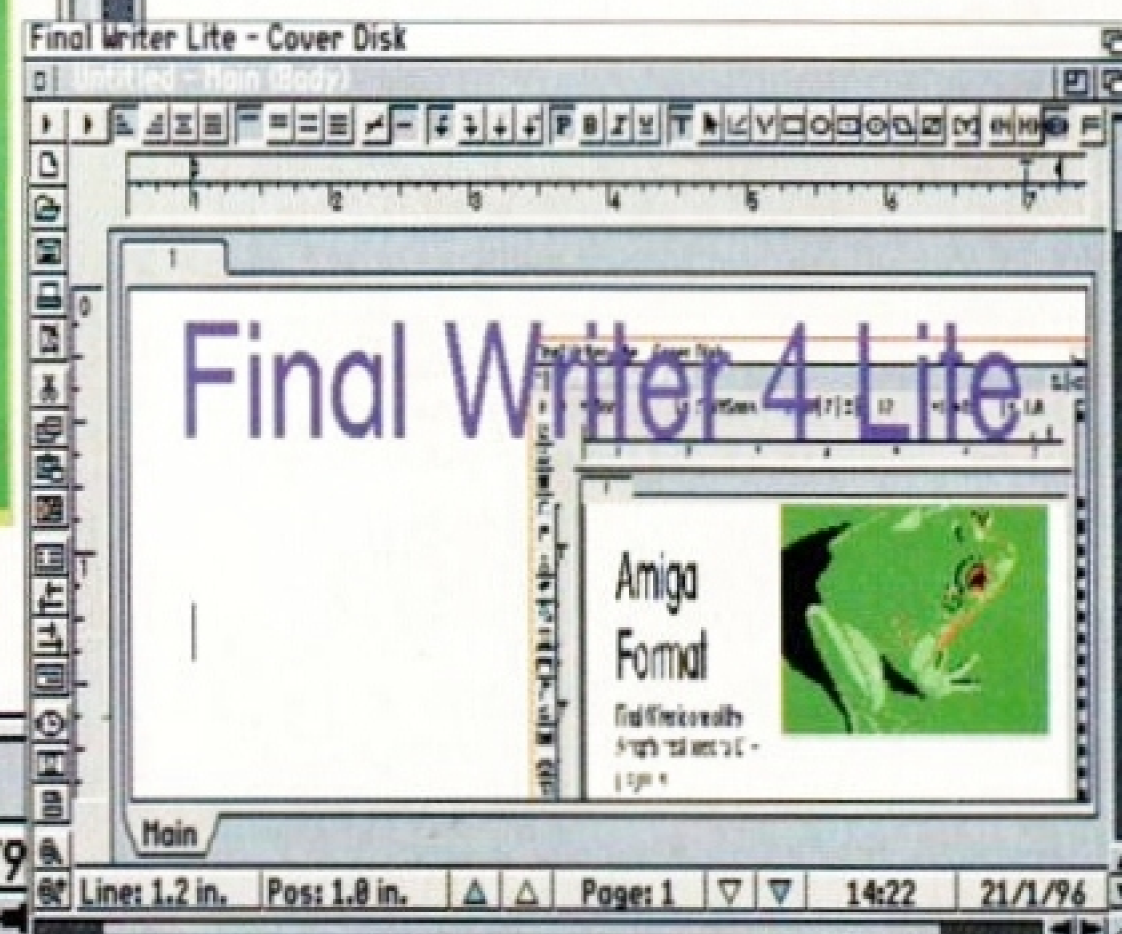
Creating a page is very simple. Select the font you want from the **Typeface** menu and then enter in your heading. You can obviously change fonts as often as you like, and to help you do this, there are several preset font settings which are accessed from the top bar at the very left (when it's in text and not icon mode). There's everything from document title and section titles to sub-headings and body text.

You may want to adjust the number of columns so that the page looks more like a magazine. To change the columns, select the **Section** menu item and choose the number of columns.

Should you want to make any adjustments to existing text, you first need to select it. Click the left button at the start of the section you want to change, drag the cursor down the text to the end and release the button. The text will be highlighted and you can now cut, copy and paste. Use either the icons or keyboard short-cuts, which are detailed next to the menu items,



Final Writer 4 Lite allows you to incorporate pictures with borders and text wrap around as well as all the types of text that magazine production requires.



Pictures can be resized on screen and text boxes created that run behind or over the top of the picture.

See the Final Writer Masterclass on page 24 for more great tips on using your coverdisk.

Writer 4 Lite

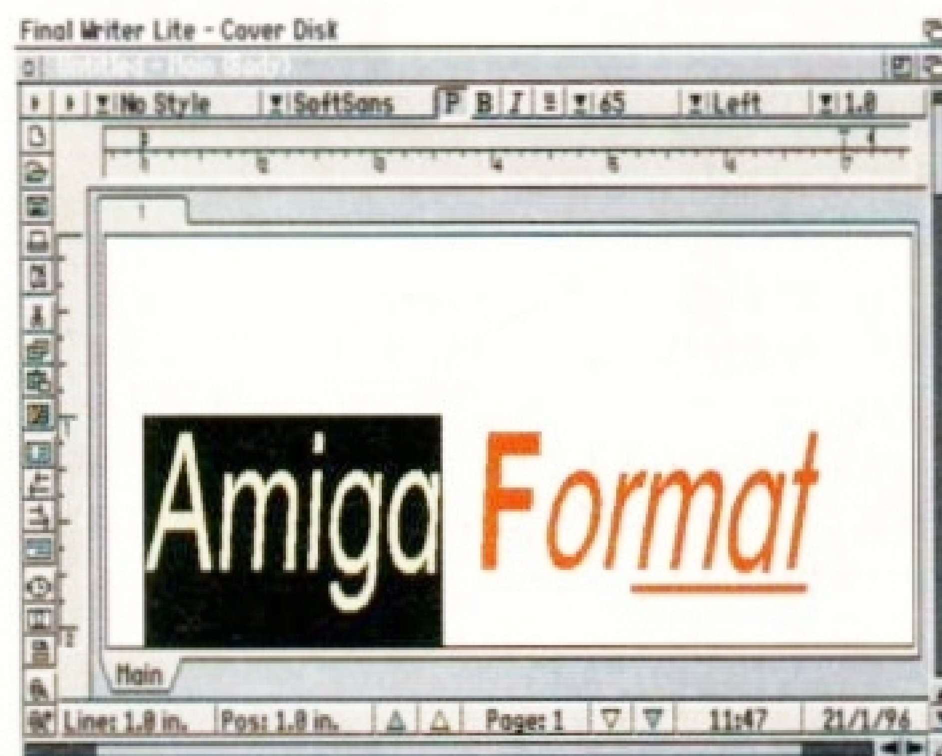
using the right Amiga button and keys. As well as manipulating the text, you can change various attributes, such as, font, size, colour etc. of the selected text by using the menu buttons or the type requestor. Should you want to make changes to the entire document, then first choose **Select All** from the **Edit** menu. These are all basic options that are simple to operate and very similar to most other word processors and DTP packages.

INSERTING PICTURES

Graphics are easy enough to use, but allow even more flexibility. Select **Import** from the **Graphics** menu and choose an IFF image. The program will import it and scale it down in size (if its a full screen picture). You can then adjust the size using the handles from the sides of the picture and move it to wherever you need it in the text. Next, double-click on the picture (make sure you have the graphics pointer selected) and the graphics box preferences will appear. Here you can choose all the settings for this box. On the left are the settings for text runaround, including how close to the box the text should run; the middle has border options, such as what colour a border should be and how thick; the right selects any background and how the image should be displayed on the screen as well as whether these setting should be applied to every graphics box.

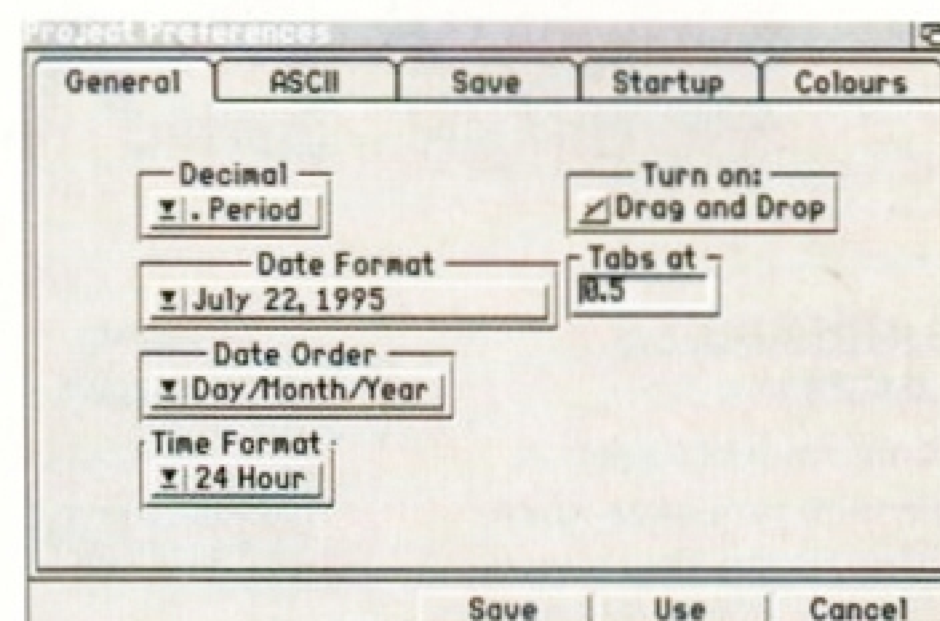
When you have the picture placed and set as you want, you may decide that a caption is needed. To do this, you need to create a separate text box using the icon from the top bar. Make it an appropriate size and select a font. Type in the caption and then place the new text box where you need it. This might be underneath or next to the picture, or you may want it to appear over the top. In that case, place the text box where you want it and then, ensuring that the box is still selected, choose **Bring to Front** from the **Graphics** menu. As you can see, text boxes are very similar to graphics.

The program can also be configured to meet your own needs. Not all options have keyboard short-cuts, so there is a feature that allows you to define your own short-cuts. The **User** menu on the very right has a **Preferences** option that can set the actions attached to the function keys. Add a new item and select the function key; enter a name for the key, which will be entered into the menu and then choose a command from those available. Remember to save your changes so that these short-cuts are available each time you use the program.



When text is selected you can change the style, including underlining and italics, or font and colour.

Final Writer is an easy program to use. The only options that aren't available in this version are the spelling and thesaurus features, because there wasn't room to fit them on the Coverdisk. If you want to upgrade to that version and receive a complete manual then you can take advantage of the special offer overleaf.



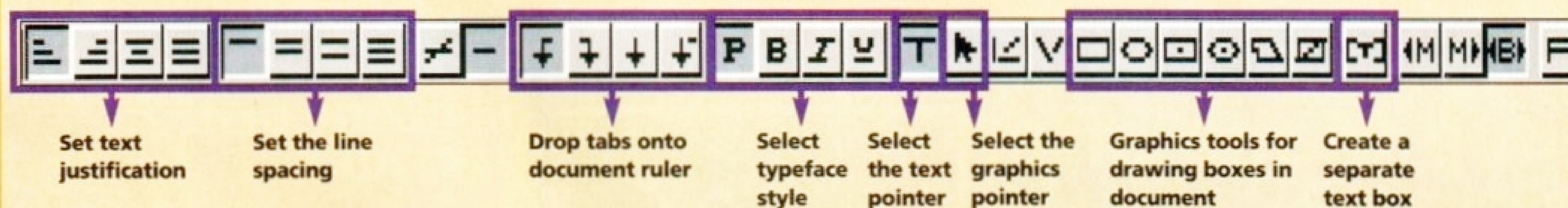
General preferences govern the program's settings.

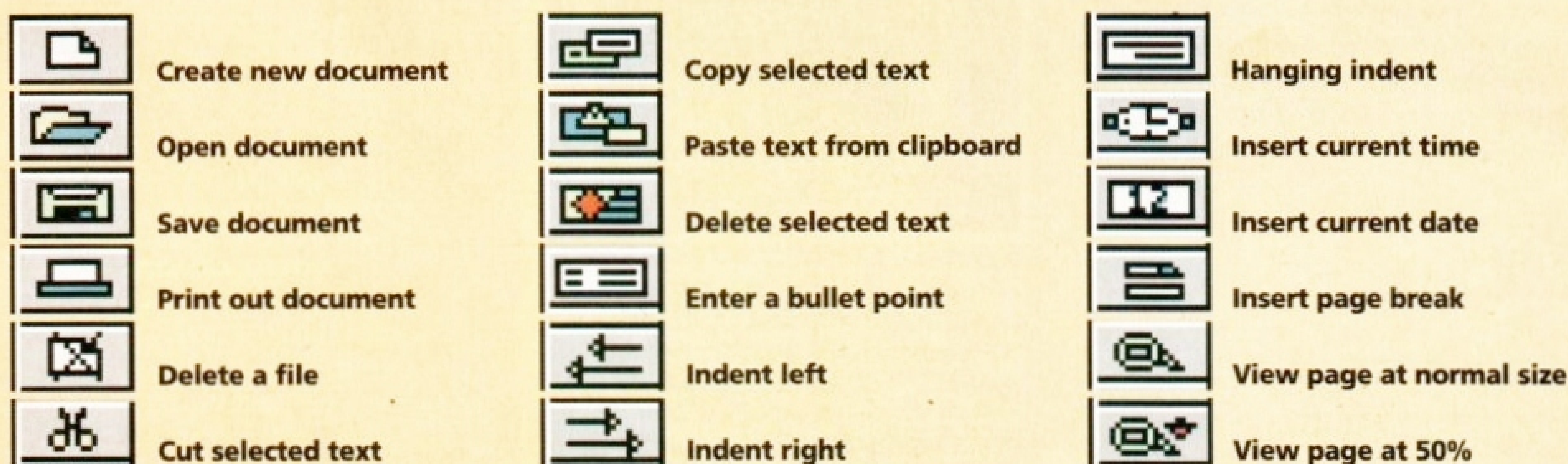
INSTALLING THE PROGRAM

***Final Writer 4 Lite* can be installed to floppy disks or a hard drive. First load Workbench, then insert the Coverdisk. Select the type of installation you need and it will be done automatically using the Commodore Installer utility. If you install to floppy disk, you need two spare disks. These don't have to be formatted as that will be done automatically. The first disk contains the *Final Writer* program and the second has the extra support files. To use the program, access it through Workbench.**

DO IT WITH ICONS

At the top left hand corner of the window, you will see two arrow icons. These switch the rows across the top and down the left side from text to pictures. Using the icons in the rows, you can quickly access some of *Final Writer*'s important options.





AMIGA FORMAT COVERDISKS

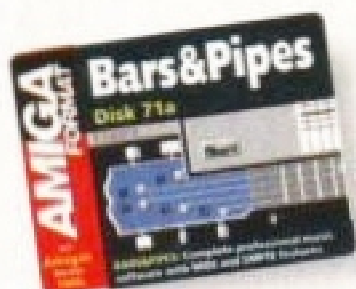
CAN'T GET YOUR DISK SOFTWARE WORKING? CALL (MON-FRI 2PM-6.30PM) 0191 584 0682



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (*AF71*)



Many readers have had memory problems when trying to run *Bars&Pipes,* or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change the screen mode to the lowest resolution with the least colours possible. *Bars&Pipes* should now load. Once running, use *B&P*'s Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your *AF71A* Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all of them.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the *AF71A* instruments drawer.

A set of manuals is now available to compliment the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

SENSIBLE GOLF (*AF73*)



If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title will load fine, but the game itself fails.

Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.

TECHNOSOUND TURBO 2 (*AF73*)



To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.

TRANSITION (*AF74*)



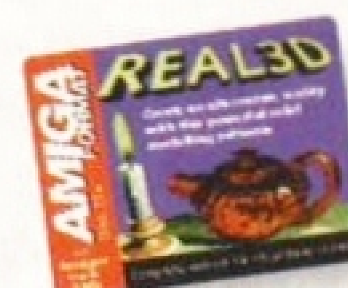
If *Transition's* main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition's* interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.

INFONEXUS/DATANEXUS (*AF76*)



Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for *AF* readers. To find out more, contact them on 01455 558282.

REAL 3D (*AF77*)



If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.

Snap Maps offer

If you got issue 78's *AF* Coverdisk with our excellent selection of Snap Maps, you will no doubt be pleased to hear that you can now upgrade to the full version of the collections *Fields & Foliage* and *Building Materials & Fabrics* for either: (Tick appropriate box.)

- ❒ **£76 each volume (without *AF* Coverdisk £99.95)**
- ❒ **£140 for both volumes (without *AF* Coverdisk £188)**

Name ....

Address..

....

Post Code ....

Send your order to:

Activa International
Produce House
1a Wickham Court Road
West Wickham
Kent BR4 9LQ.

Tel: 0181 402 5770
Fax: 0181 402 5780.



In issue 78 Graeme Sandiford was so impressed by this collection of 3D modelling tools that he slapped a *Format* Gold on it. For £120 you get a whole range of high-quality objects that should have you rendering stunning scenes, from jungles to urban areas, in no time.

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to Discopy Labs for a replacement at the following address:

AF DISK NUMBER XX
YORK REPROGRAPHICS
20 TRINITY LANE,
MICKELGATE
YORK YO1 1EL

This includes any system messages you may get saying: **"Read/write error"**, **"Disk invalidated"** and **"Checksum Error"**.

In this case, the disk has been damaged and needs to be replaced.

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Final Writer 4 has won many awards including Amiga Format Gold with a massive 90% rating! December '95



Final Writer 4 *Lite* Cover Disk Registration...



box shown for illustration only

We hope you're enjoying our "TEST DRIVE" version of Final Writer 4 Lite from the cover of this month's magazine. Now you've had time to try out this working program, you can **REGISTER YOUR SOFTWARE FREE OF CHARGE**, with no future obligation. You will then receive the latest product news and information from SoftWood along with registered user SPECIAL OFFERS on the full SoftWood Product Family! Registration is simple... Print out the form on the cover disk or fill out the coupon below, then post or FAX to SoftWood - IT'S EASY!

Description	Final Writer 4 *Lite* Cover Disk Registration		
Order Code	FW4LREG	AF Price	£FREE!

Final Writer 4 *Lite* Complete Package...

If you prefer, you can upgrade to the FULL version of Final Writer 4 Lite for **HALF THE NORMAL PRICE!** This will give you the Official User Manual, the British/English Collins Speller/Thesaurus (containing over 110,000 words with 825,000 synonyms) and the ability to use Adobe PostScript Type 1 fonts on any printer - features not included with your "TEST DRIVE" version. In addition to that, you'll also be able to access the SoftWood Technical Support Line for help should you need it!

(For Amiga floppy or hard drive based systems running Workbench 2.04 or later with 2Mb of free RAM or more)

Description	Final Writer 4 *Lite* Complete Package Upgrade		
Order Code	FW4LUG	AF Price	£19.95

The SoftWood Product Family...

Final Writer 4 Lite is just one product in our range. As the World's leading productivity software developer for the Amiga, SoftWood offer titles that have received awards around the globe...

Final Calc... The most powerful Amiga Spreadsheet available! Ideal for beginners yet flexible and advanced enough for experts too!

Final Data 3... A powerful yet simple to use Amiga Database with extensive features to enhance your potential with information management.

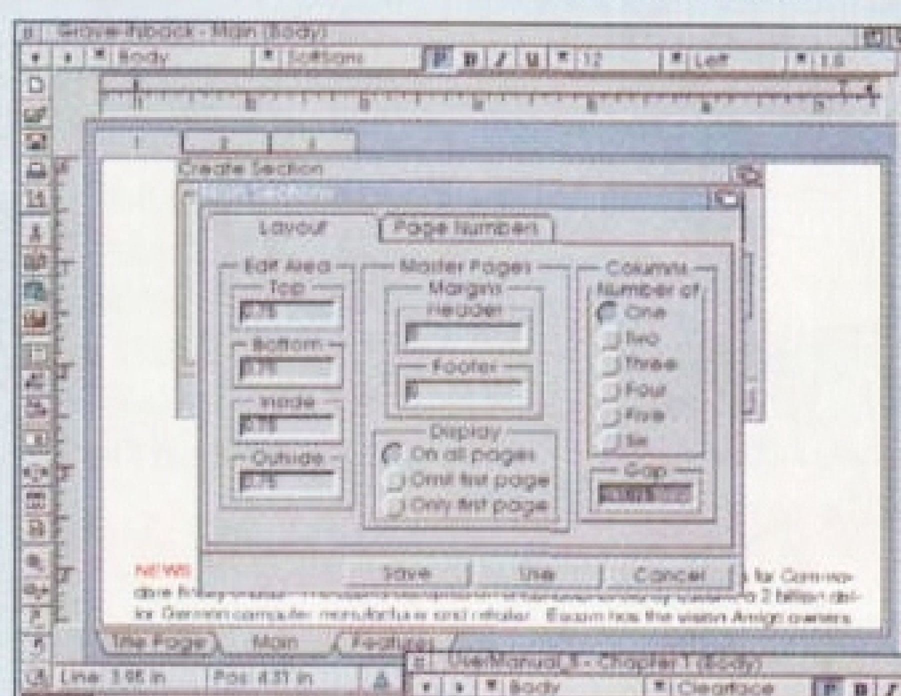
If you'd like information for any SoftWood Product, simply post or FAX the coupon below... TODAY!

FULL Final Writer 4 HD Package...

If you own a Hard Drive Amiga System with extra memory, why not consider the ultimate! Full Final Writer is the Amiga's most feature rich Word Processor/Publisher and includes a host of additional facilities to make writing so much easier.

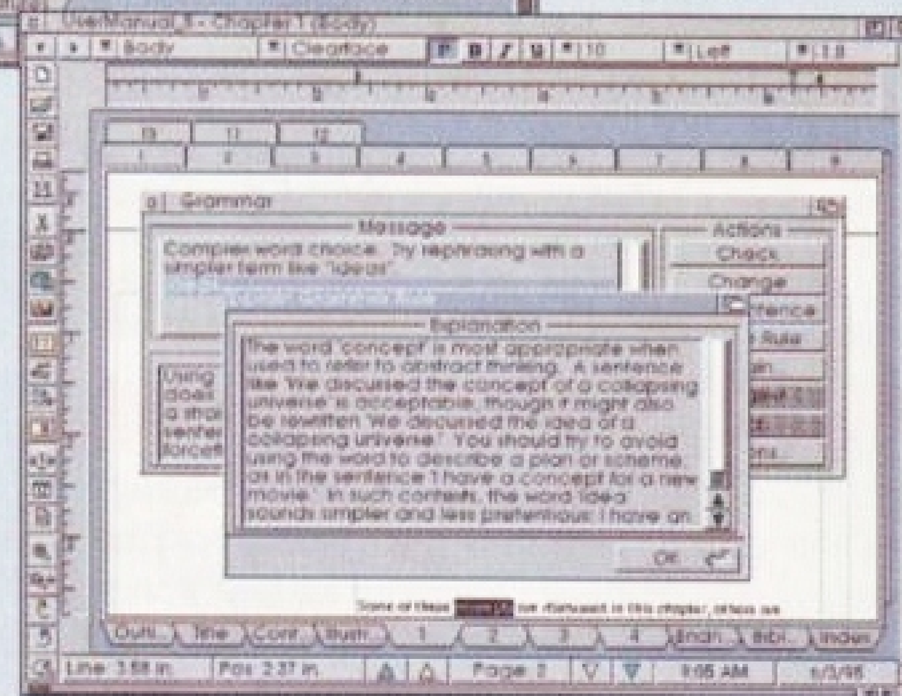
Features like...

- A unique integral Grammar Checker that helps you write that perfect letter by reading through it, highlighting errors and offering suggestions
- Support for high resolution structured EPS Clip Art within your documents
- Spell-As-You Type for instant spell correction.



- Different types of Sections
- Support for Multiple Language Dictionaries
- Grouping and Ungrouping of Graphics Objects
- ARexx Support
- Different types of Sections

Click Tabs ™ offer a revolutionary method of navigation and are accessible not just in requesters but in the document window too! Navigate through the pages and sections of any document in either version of Final Writer... Quickly and Easily!



Final Writer 4 represents state of the art Word Processing and is constantly being developed and improved to ensure users have the facilities available to make document creation and editing easier.

If you would like further information, simply fill out the coupon below and either post or FAX to SoftWood, or... Phone us!

(For Amiga hard drive only systems running Workbench 2.04 or later with 2.5Mb of free RAM or more)

Please complete the information on this form and either post or FAX to SoftWood Products at the address shown below...

☐	FW4LREG Final Writer 4 Lite Cover Disk Registration	£ FREE
☐	FW4LUG Final Writer 4 Lite Complete Package @ £19.95	£ :
☐	UK Postage & Packing @ £3.00	£ :
☐	EC Overseas Postage & Packing @ £13.00	£ :
☐	Non EC Overseas Postage & Packing @ £14.00	£ :
☐	FULL Final Writer 4 Hard Drive Systems Information Pack	£ FREE
☐	Final Data 3 Information	£ FREE
☐	Final Calc Information	£ FREE
	Total Payment:	£ :

Mr/Mrs/Miss/Ms: Initial(s): Surname:

Address:

County (or Country): Postcode:

Daytime Phone: Evening Phone:

Card holder's signature:

Card Number

Valid From Expiry Date Issue Number *(Switch Only)*

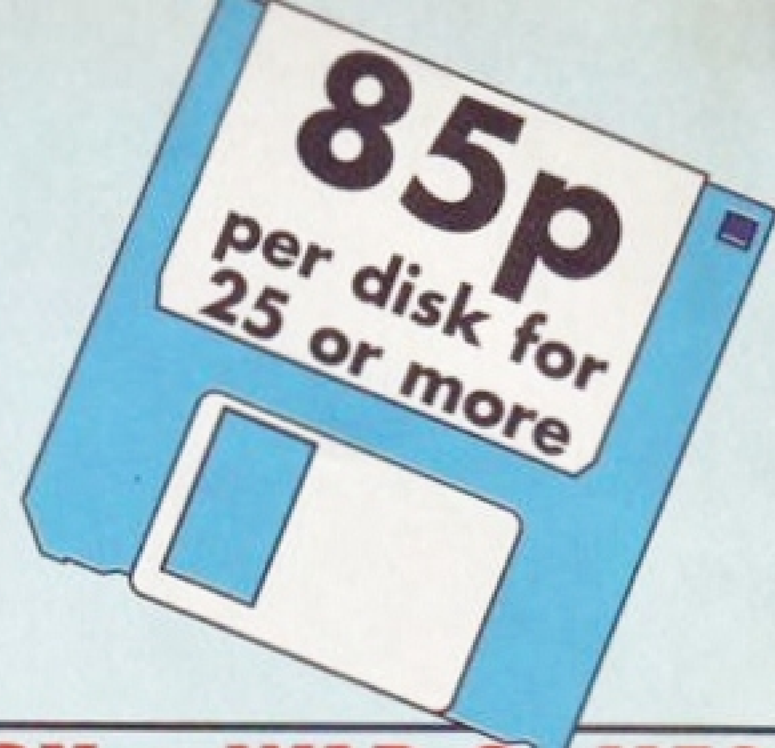
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EDUCATIONAL

(N.B. This includes some games)

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- E043... Learn and Play I ... Blackboard Maths etc.
- E423... Spelltris ... A Tetris spelling game
- E033... Education 1 ... Learn German
- E180... GCSE Maths ... Syllabus taught disk
- E185... Astrology ... Calculates positions of planets
- E193... Astronomy ... A total concept disk
- E234... Colour The Alphabet ... Educational spelling game
- E271... The Highway Code ... All you need to know
- E023... Electronic Train Set (1meg) ... Construct own train set
- E079... Treasure Hunt ... Great kids game
- E270... Dinosaurs ... Quiz on dinosaurs
- E298... States of Europe ... Information on this continent. Good
- E299... Communicate ... Learn how to use sign language
- E311... The Internet ... A guide to the Internet
- E339... Dunks DTP ... Desktop publishing for kids
- E350... Barney the Bear (2 disks) ... Learn & meet animals
- E385... What's its Name (N) ... Educational for kids
- E411... Word Play ... Lots of puzzle games
- E413... Morse Code Tutor (not 1.3) ... Guide to Morse code
- E424... Artistix ... Children's program
- E425... Typing Tutor ... Suitable for beginners
- E086... Wraithed 1 ... Pub quiz style game
- E035... Education 3 ... Weather and climate

BUSINESS SOFTWARE

- B089... Journal ... Accounts program
- B136... Amibase Prof ... Excellent database
- B140... Text Engine ... Excellent word processor
- B134... Amicash ... Easy-to-use accounts program
- B137... 600 Business Letters ... All ready to print
- B240... Little Office ... Word processor, database & spreadsheet
- B323... Onform ... Invoice maker
- B330... Easycalc ... Excellent spreadsheet
- B400... Phone Locator ... Dialling codes for Britain

CREATIVE + GRAPHICS

- C128... Big Clipart ... Comic characters
- C160... Deluxe Paint Tutor ... Painting instructor
- C130... Label Designer ... Various label printers
- C197... Clipart ... Stars/logos/explosions etc
- C198... Clipart ... Valentines and Weddings
- C231... Audio Animation Studio ... Create cartoons
- C236... Word Power ... Solve crosswords & anagrams
- C256... Print Studio ... Multi purpose printer utility
- C258... Garden Designer ... Create your own garden, excellent graphics
- C263... League Database ... Easy-to-use football editor
- C389... Turbocat Pro (not 1.3) ... Excellent catalogue organiser
- C331... Signature Creator ... Customise your signature

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- M335... Error Information ... Explains computer crashes
- M340... Bar Tender (not 1.3) ... Drinks and cocktail recipes
- M213... 500 Plus Emulator ... Upgrade for A500
- M241... Winemaker ... Database for wine lovers
- M244... Lockpic V2.0 ... Uncover copy facilities
- M259... Easy Spell ... Spell checker/helper
- M414... Joke Disk ... Thousands of jokes
- M210... Pools Tools ... For football pools
- M299... Tee to Green ... Excellent golf-scorer
- M310... Personality Analysis ... Type in answers to assess yourself
- M311... Cop the Lot Pro ... Updated lottery helper
- M332... Virus Checker V6.5 ... New updated killer
- M333... Disk Repair Kit ... Salvages damaged disks

STAR TREKERS

- D058... Enterprise Animation ... Leaving the dock
- D166... Star Trek Animation ... Animations of USS Enterprise
- D177... Star Trek Animation ... Agatron No.17. More like above. Good
- Ad005... All New Star Trek (2 drives, 2 disks) ... USS Enterprise classic. Best one
- Ad007... American Star Trek (2 drives, 2 disks) (N) ... Graphic adventure
- A072... Star Trek Game (N) ... The Next Generation
- N412... The Star Trek Guide (6 disks) ... All the information you need
- A081... Star Trek Quiz ... Trek trivia

ADVENTURE GAMES

- Ad005... All New Star Trek (2 drives, 2 disks). USS Enterprise classic. Best one
- Ad007... American Star Trek (2 drives, 2 disks) (N) ... Graphic adventure
- Ad523... Boomin Eck (not 1.3) ... Professional looking platform game
- Ad019... Dungeon Delver (2 disks) ... Difficult adventure quest
- Ad065... Pixie Kingdom (2 disks) ... Tricky adventure game. Good
- Ad222... Neighbours Adventure (2 disks) ... Bring Paul Robinson to court
- Ad245... Iron Clads (2 disks) ... Graphic adventure
- Ad326... Wibble World Giddy ... Really good platform game
- Ad500... The Devils Abode ... 3D horror adventure

ARCADE + PLATFORM

- A010... Breakout ... Classic bat & ball game
- A011... Blizzard ... Horizontal shoot 'em up. High quality
- A252... Leaping Larry ... Jump up the escalators
- A512... Transplant ... Asteroids game
- A165... Super Skoda ... Car racing game
- A520... The X Mass Project ... Simplistic shoot 'em up
- A529... Egg Scramble ... One of the best platform games. Limited levels
- A209... Games Galore Ten (N) ... 14 excellent games
- A214... Parachute Joust ... Fight for parachute on descent. V. good
- A221... Revenge of Mutant Camels ... Good. Similar to Centipede
- A524... Assassins 245 ... Packman + 3D
- A526... Assassins 247 ... China Challenge 2, Moose Drive and Antimatter
- A527... Assassins 248 (not 1.3) ... Air Fight, F-Ball and Mattix
- A531... Assassins 249 ... Trooper, Cunundrum and Revolver
- A534... Assassins 250 ... All-rounder, bobble and quadrille
- A541... Amiga Phantom (not 1.3) ... Similar to Descender
- A543... Gors ... Galaxians and invaders in all-in-one
- A243... Tetren ... Excellent Tetris clone
- A247... Quiz Master ... Quiz which includes Editor
- A255... Amos Games ... 5 games including Glassback
- A327... Tetris Pro ... Tetris game with exceptional variants
- A333... Icerunner (N) ... Recom. Brilliant platform game. 10 out of 10
- A338... Project Buzz Bar ... Excellent Asteroid type game
- A340... Depth Charge ... Submarine game
- A433... Harry Haddock ... Really good platform adventure
- A434... Amiga Boy ... Console games on Amiga!
- A443... Nimble! ... New. Addictive graphical platformer
- A502... Cyberman ... 3D Pacman game. Excellent
- A503... Chaneques (2 disks) ... Like Lemmings. Good
- A504... Rebellion ... Asteroids shoot 'em up

STRATEGY + WAR GAMES

- Sim013 . Bullrun (N) ... American civil war game
- Sim513 . Bridge ... The card game
- Sim102 . Simulation 1 (1 meg) ... Recommended. 5 games including Metro
- Sim124 . Napoleonic Warfare ... High quality simulation
- Sim528 . Battleships ... Classic game, computerised
- Sim143 . Card Shop ... Well presented card games
- Sim217 . Act of War ... Excellent strategy games
- Sim218 . Roulette ... Casino classic
- Sim220 . Sub Attack (N) ... Also landmine + bomber
- Sim224 . Strategic Games ... 3 excellent games
- Sim410 . Island ... Excellent board game. Build hotels & money
- Sim414 . Diplomacy (N) ... Classic, similar to Risk
- Sim415 . War (N) ... Top quality 8bit strategy
- Sim428 . The Shepherd ... Populous clone
- Sim444 . Ultimated Quiz ... Pub quiz clone
- Sim505 . Scrabble ... Board game, computerised

SPORT

- Sp170 .. Amos Cricket (N) ... 'Owzat!
- Sp256 .. Slamball ... Management game of US football-type sport
- Sp263 .. Soccer Cards ... Simplistic league-based game
- Sp299 .. Top of the League ... Addictive football management game
- Sp307 .. 18th Hole (2 disks) ... Excellent golfing game
- p337 ... Super League Manager 2 ... Updated soccer management game
- Sp372 .. Road To Hell ... Well produced racing game
- Sp376 .. Unsensible Soccer ... Good football game
- Sp429 .. A Day at the Races ... Simple horse racing game
- Sp530 .. Sport Challenge ... Hype Olympics, lots of events
- Sp532 .. Friday Night Pool ... Pool playing simulation
- Sp533 .. Poker Mania ... Good Poker simulation
- Sp544 .. Indi Car Challenge (not 1.3) ... A good racing management game
- Sp540 .. Professional Bingo ... Good simulator

A1200/A4000 ONLY

- U422... Balls AGA ... Excellent lottery helper
- U235... Sleepless Nights ... Compilation of A1200 utilities
- U324... Lottery Winner AGA ... Helps you to win!
- U334... AGA Killers ... Updated virus killer
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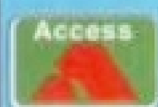
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Hot Digital Surf!

Next month in *AF* we will be examining the strange forces that are pushing the Amiga surf-wards. We'll be looking at the tremendous new Surf Squirrel, and examining the latest bundle from Amiga Technologies. The "Surfer" pack is aimed at Internet wannabees, but is the software up to scratch? And, does the Viscorp licensing deal mean we'll see an Amiga in every home after all? There is only one place to find out...

April issue on sale Thursday 14th March

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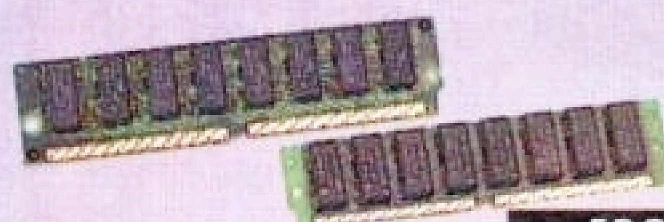
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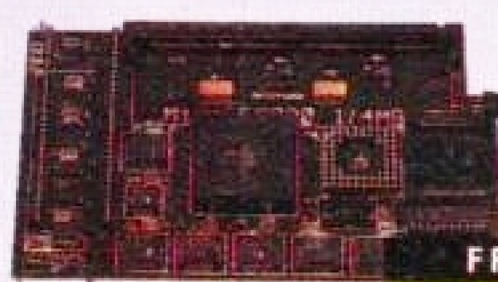
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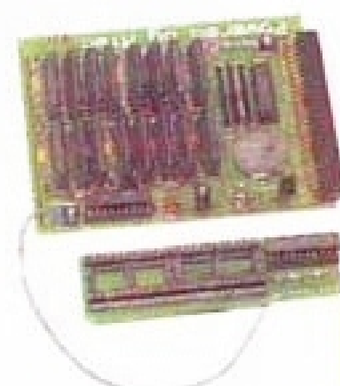
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